UDON

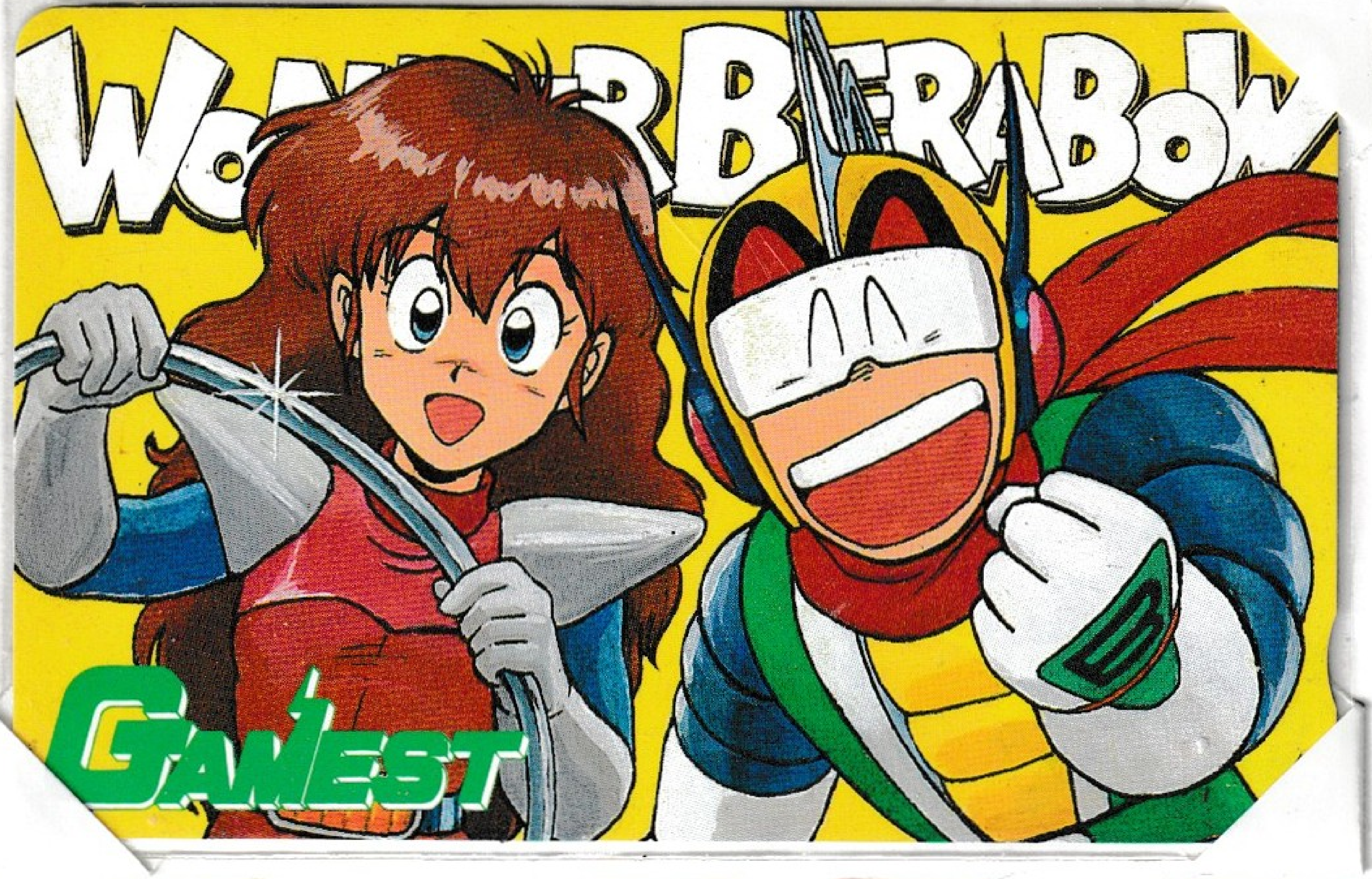
SHIFTY™ LOOK

VOLUME 1

# BRAVOMAN™

## SUPER-UNEQUALED HERO OF EXCELLENCE!

MATT MOYLAN • DAX GORDINE • JOSH PEREZ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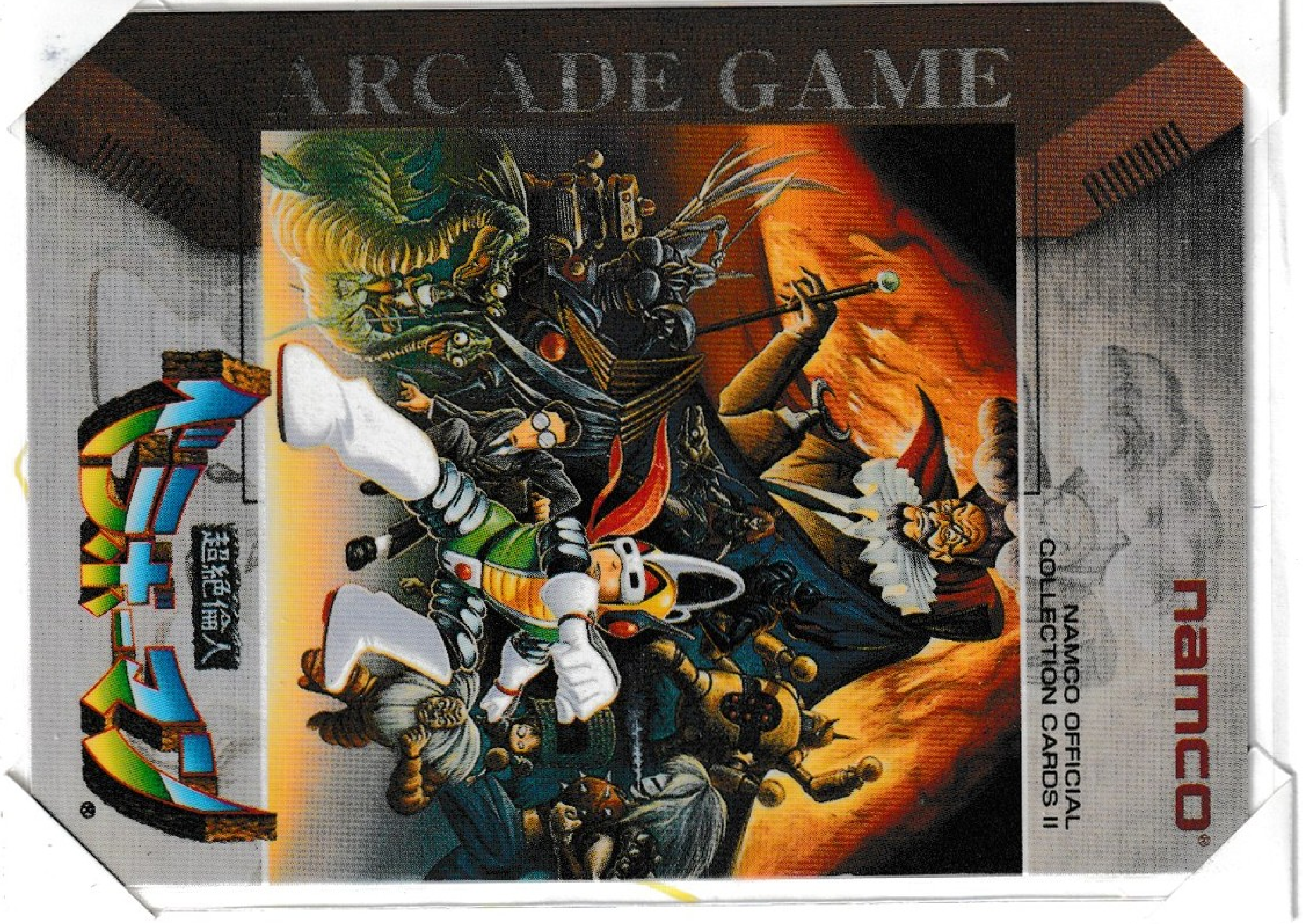
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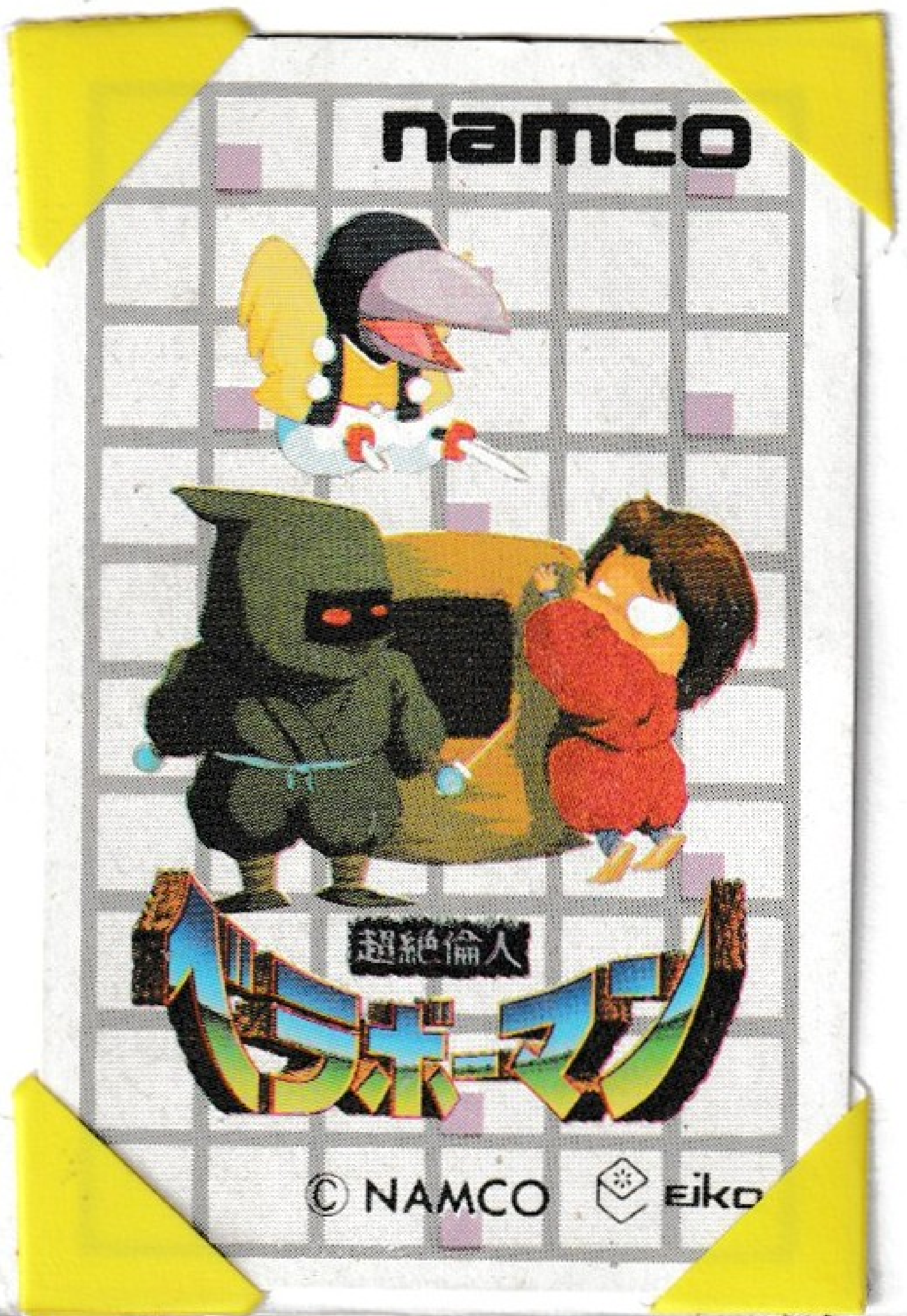
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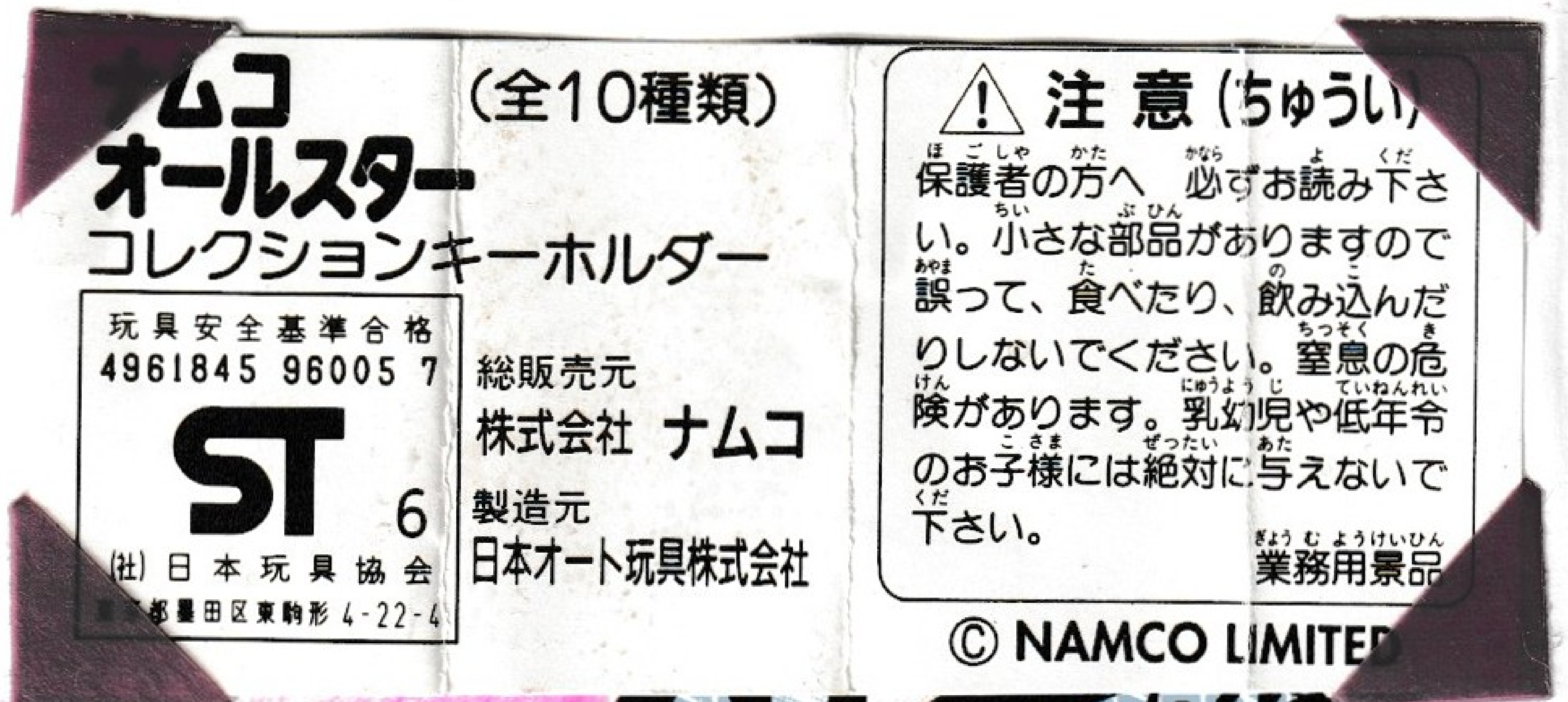
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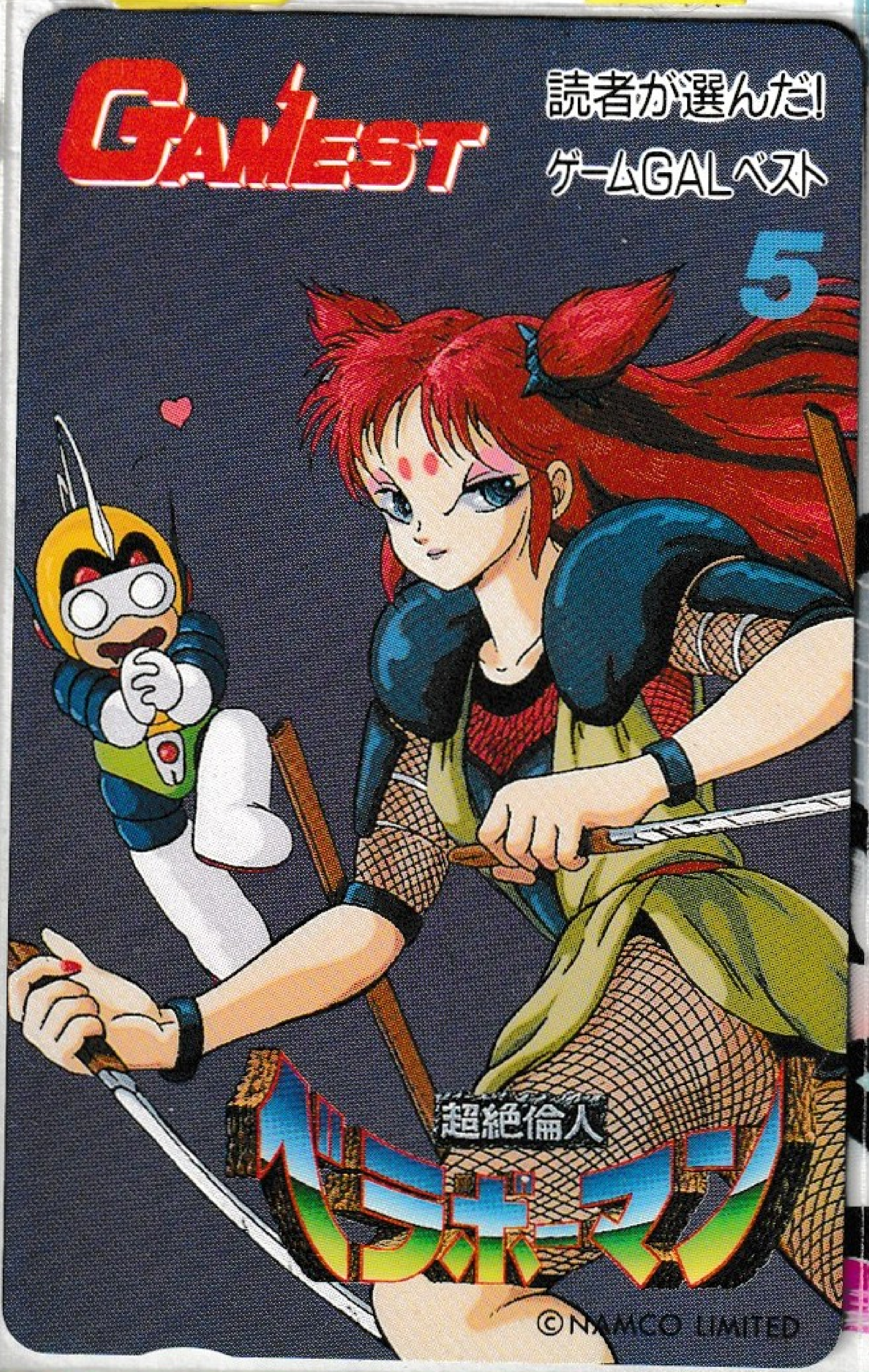
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読者が選んだ!
ゲームGALベスト
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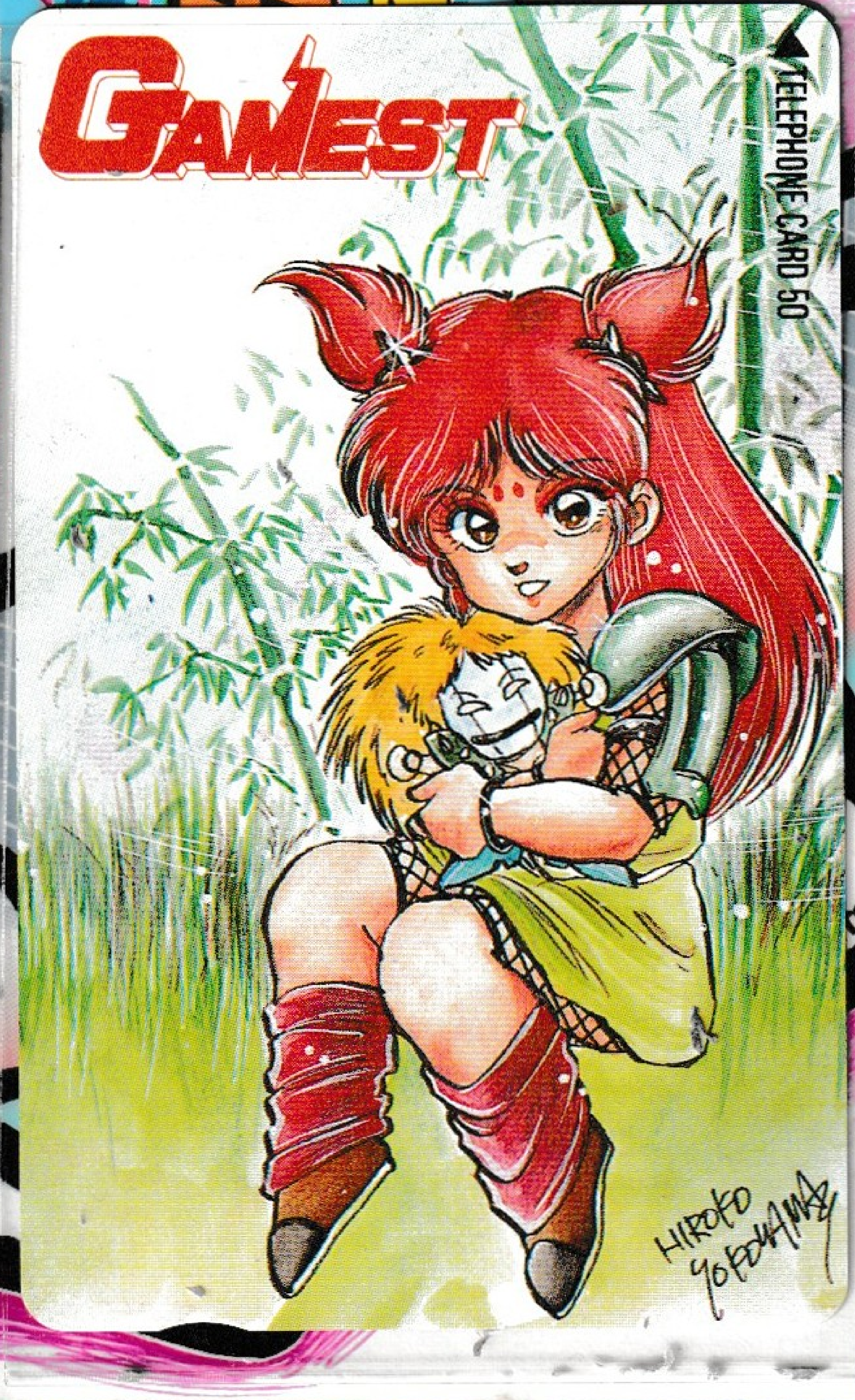
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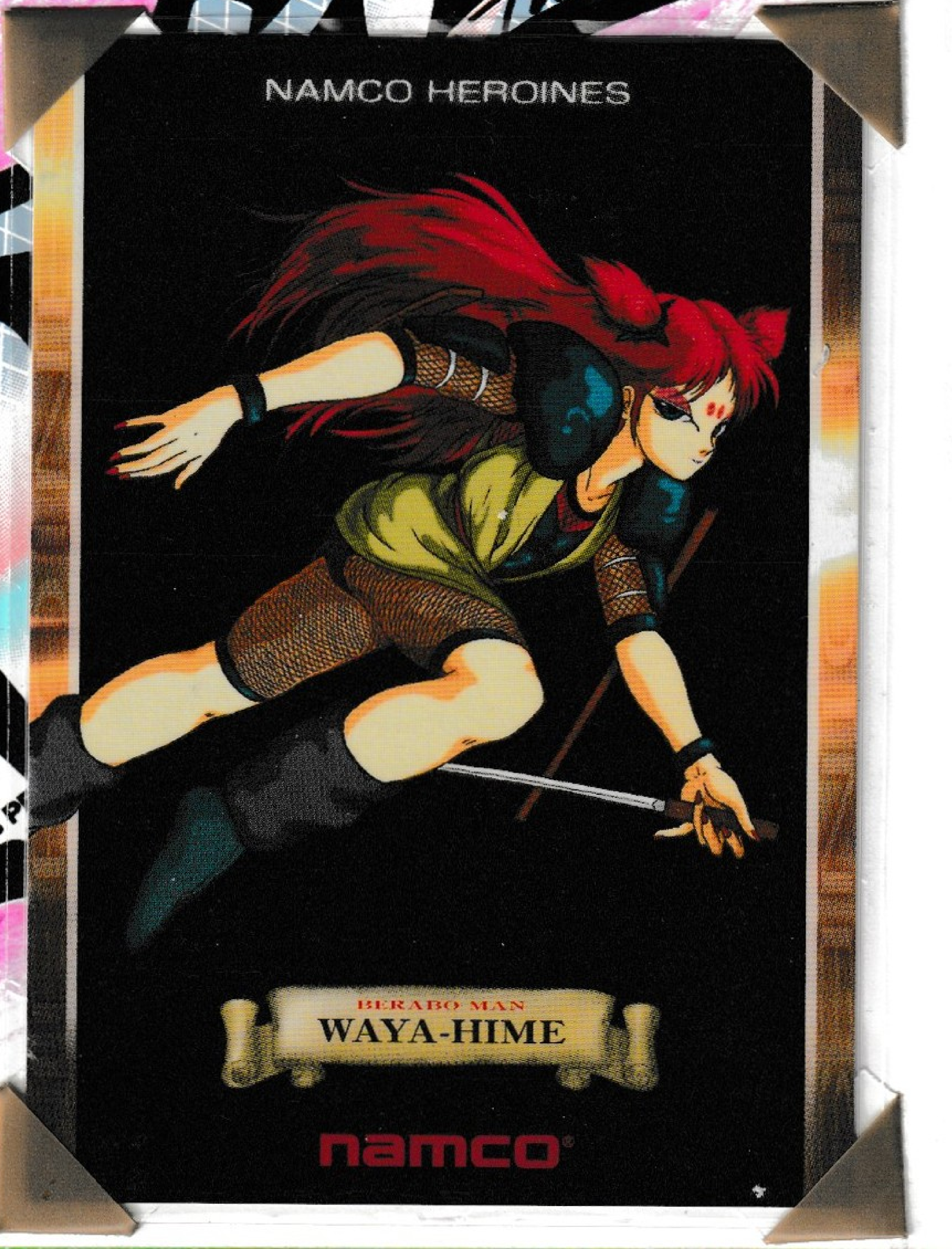
NAMCO HEROINES
BERABO MAN
WAYA-HIME
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超絶倫人
ベラボーマン
地球の平和を守る愛と正義の使者!!
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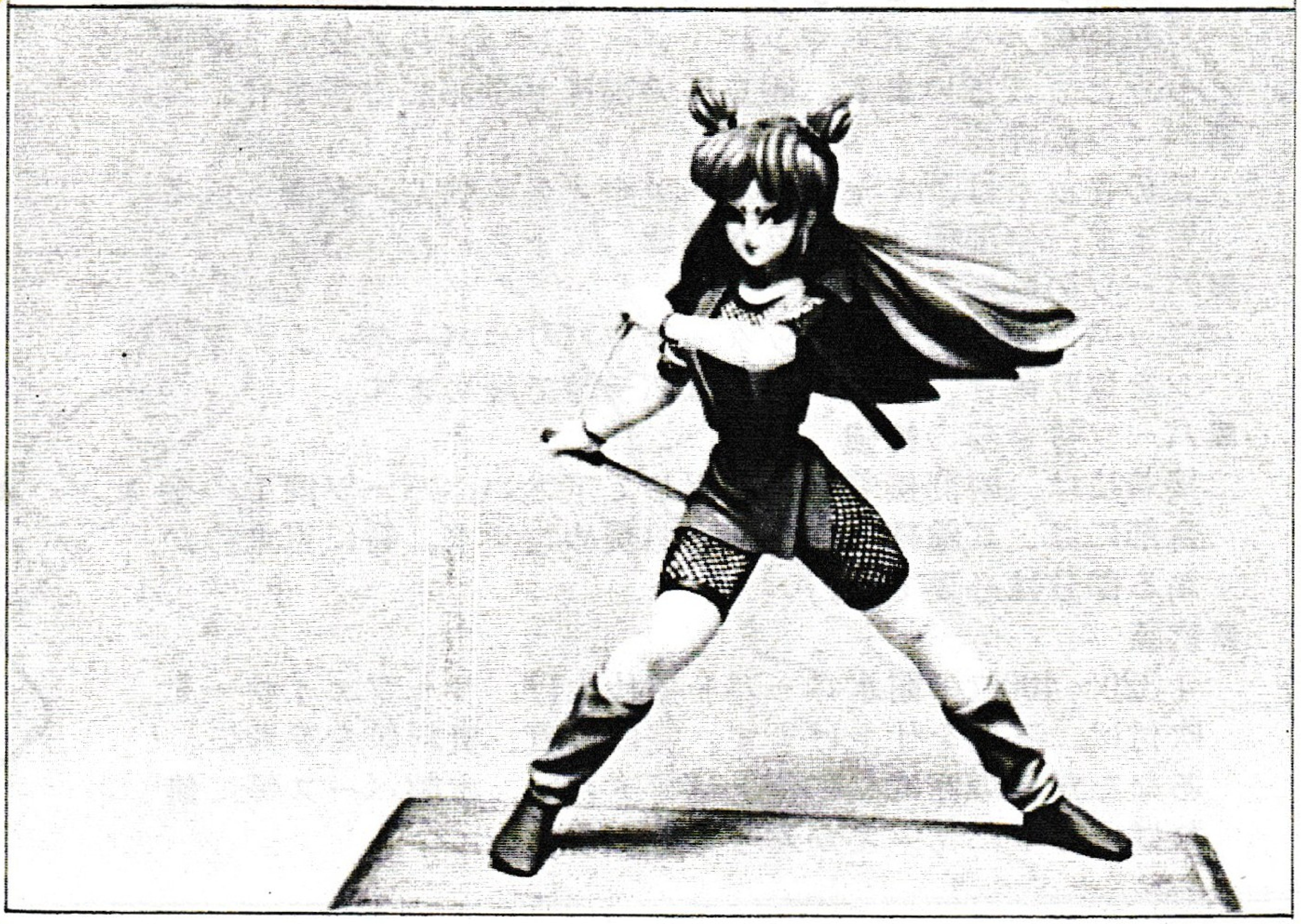

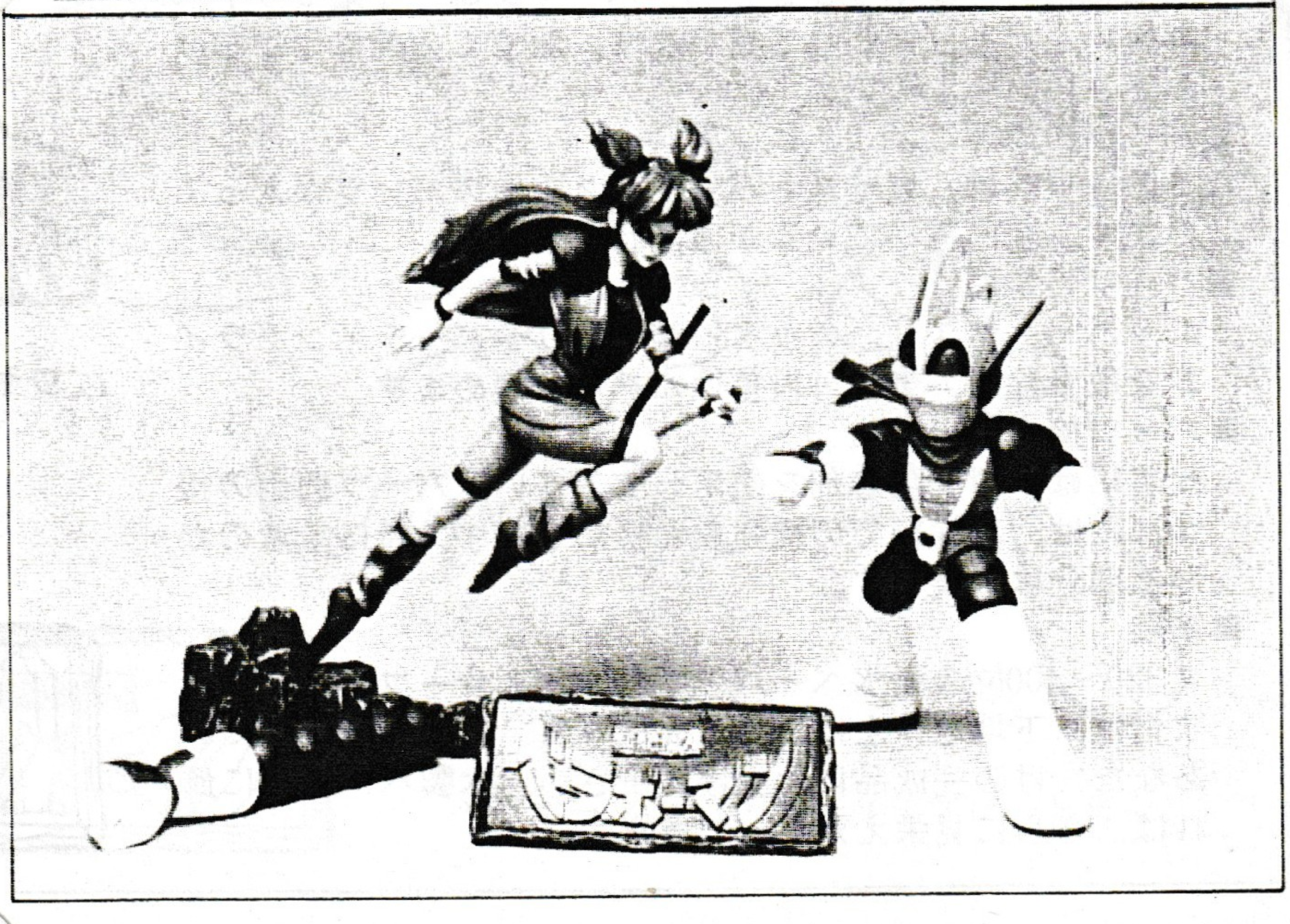

# BRAVOMAN™

SUPER-UNEQUALED HERO OF EXCELLENCE!

BRAVOMAN
SUPER-UNEQUALED HERO OF EXCELLENCE!
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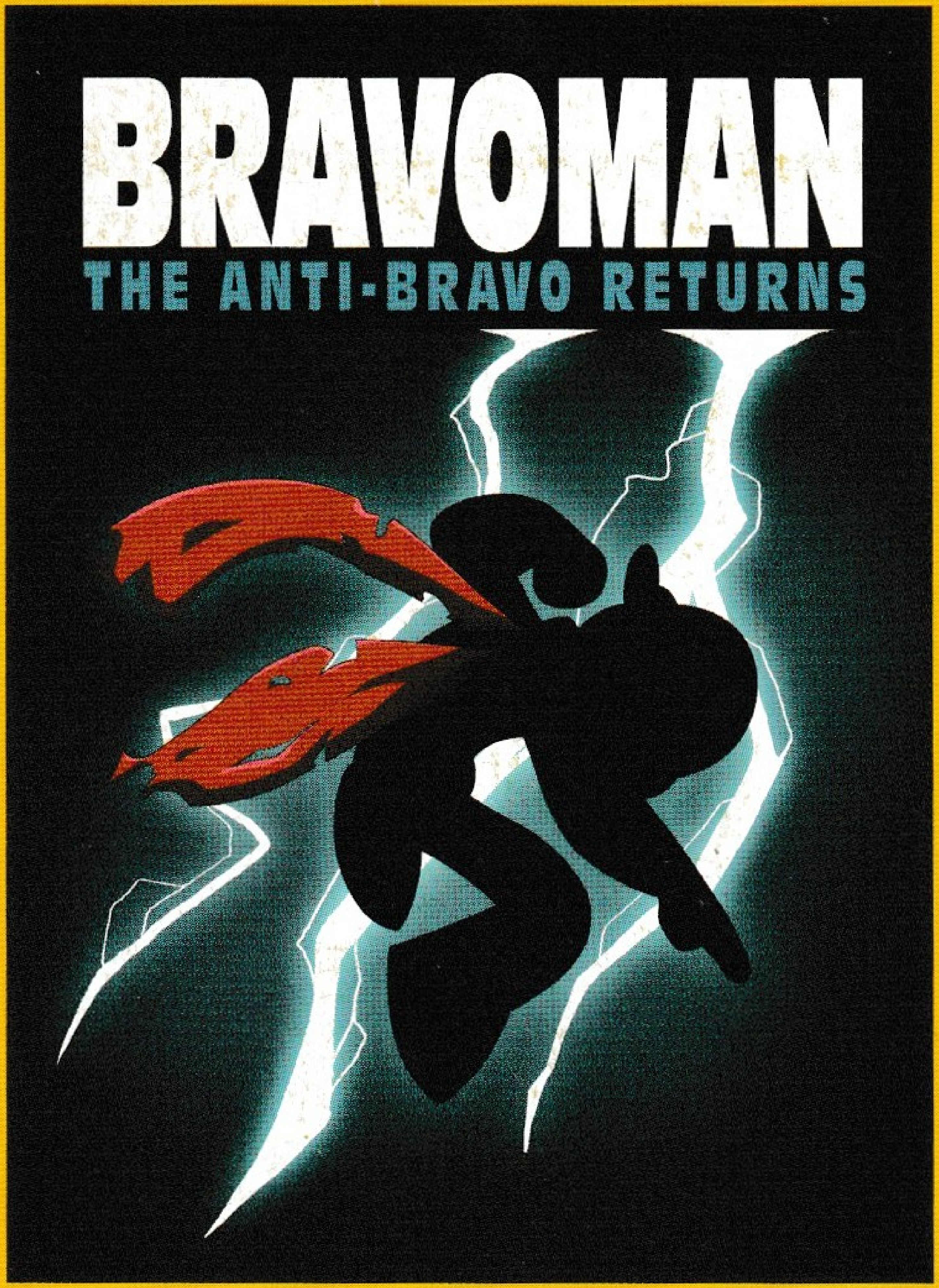


# FOREWORD

Everyone loves Bravoman, especially me! All I did as a kid was play *Bravoman* on the TurboGrafx-16, pushing my way through level after level of platforming madness, trying desperately to defeat the evil Dr. Bomb and his Robot Corps. I had Bravoman posters in my bedroom, dressed as Bravoman every Halloween, and even named the family dog Bravo!

That's all lies, of course. I'd never heard of *Bravoman* before getting the assignment to reimagine the game as a webcomic. Indeed, I have never even touched a TurboGrafx-16 in my life. But even so, as I researched this obscure vintage video game, I found plenty of great nuggets to use as a foundation upon which to build a nearly all-new property.

There is certainly something intriguing about Bravoman and his universe. There's a level of wackiness to it that few properties can match. Half of that is intentional, as *Bravoman* was originally meant to be a sort of parody of both 1980s video games and Japanese superheroes. The other half comes, I think, from the game's transition from Japan to North America. The game is full of Engrishy translations, Japanese items like rice balls and lottery wheels, and enemies covering everything from floating robot heads to living totem poles. Top it all off with a main character whose super powers include ultra-stretchy limbs, plus the ability to turn into a submarine for some reason...

Even today, after us Westerners have had plenty of exposure to Japanese anime and games, it all seems pretty off-the-wall. I can't imagine what it must have been like to a kid picking this up in 1990.

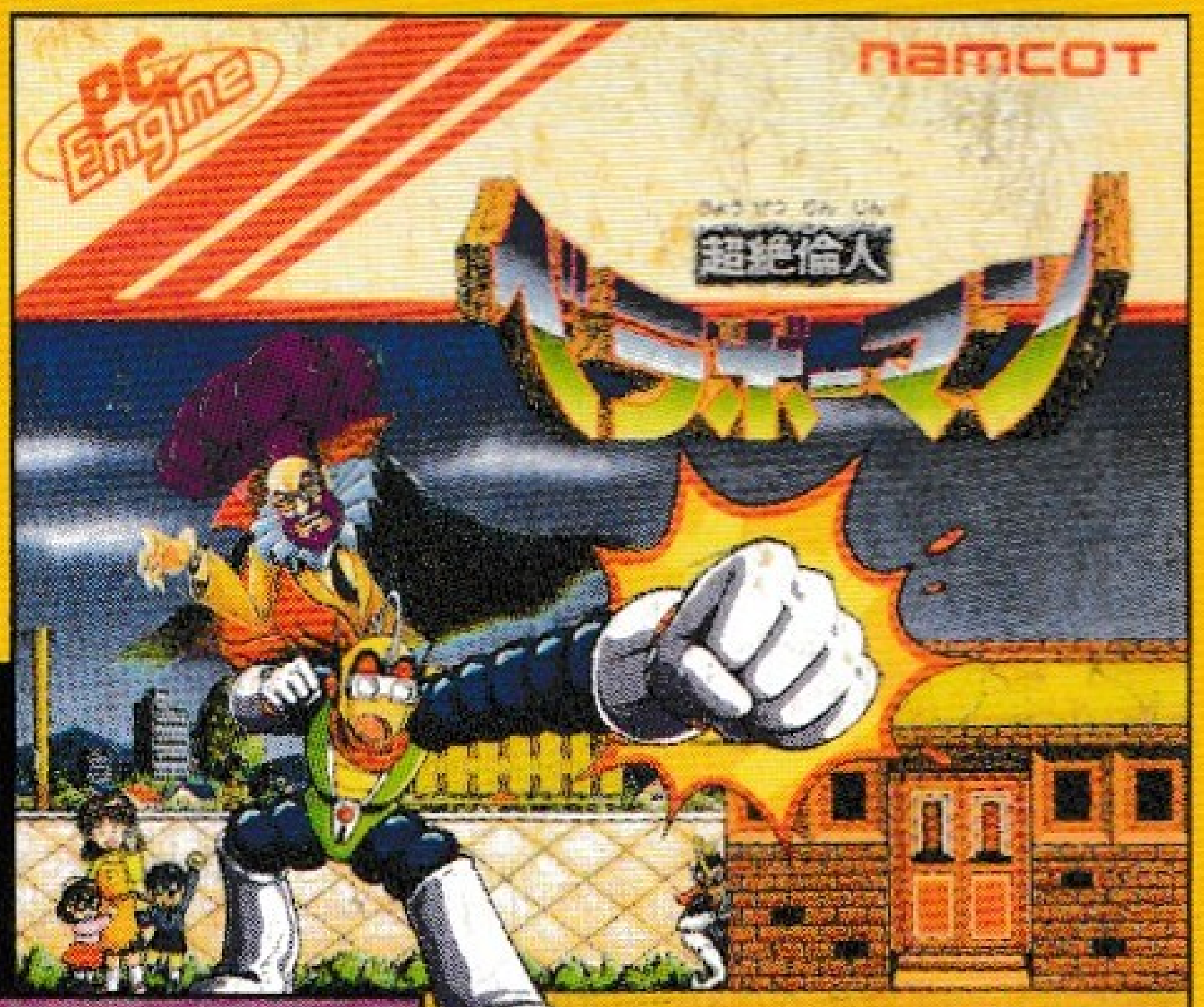
Our new version of *Bravoman* might actually be just as weird and wacky, though in different ways. I hope you enjoy the fourth-wall-breaking, meta-humor-infused world that Dax and I have come up with. Welcome to *Bravoman: Super-Unequaled Hero of Excellence!*

**MATT MOYLAN**
**WRITER, BRAVOMAN**

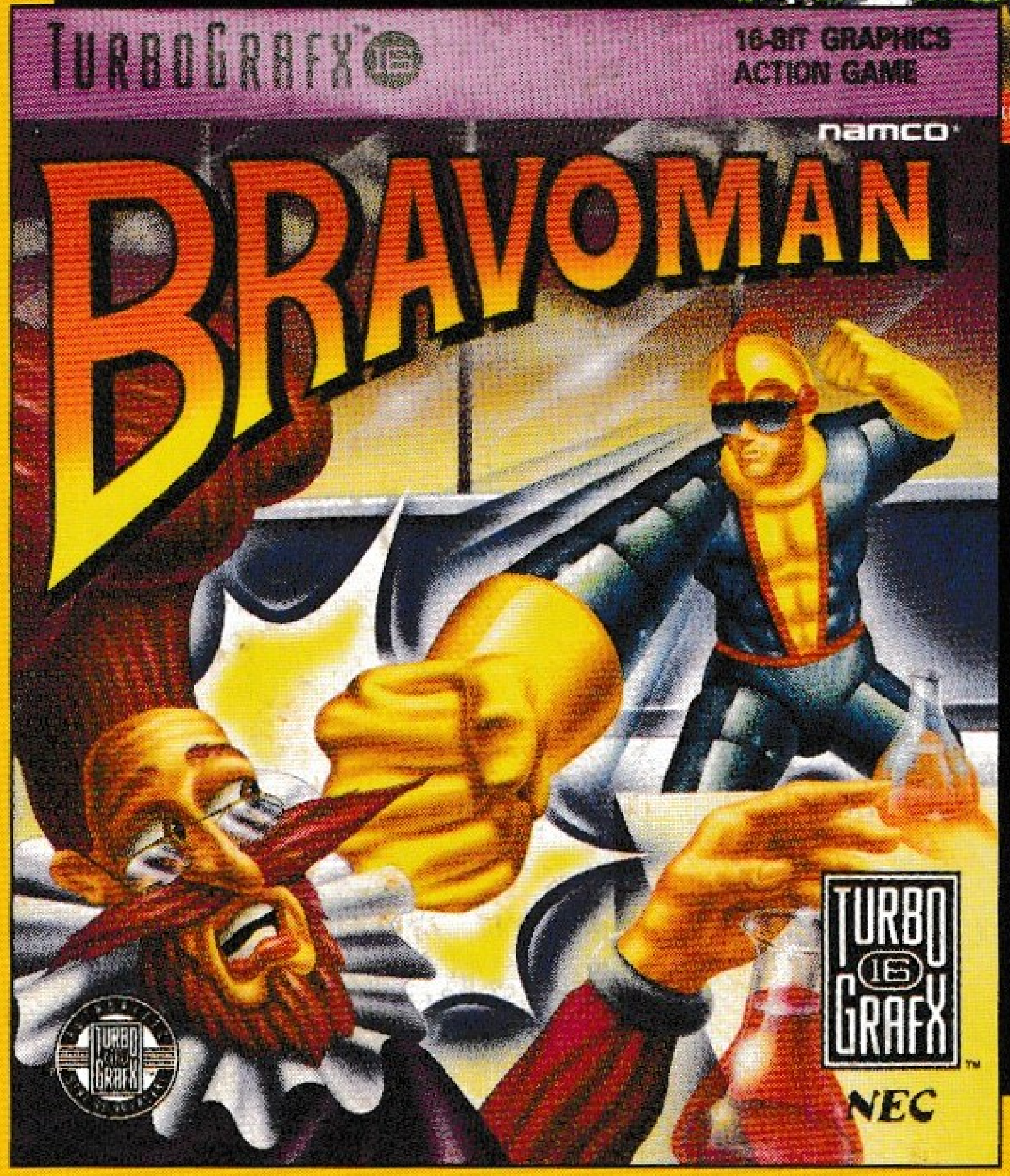
# A BRIEF HISTORY OF BRAVOMAN & NAMCO

Until very recently, Bravoman only ever had the one video game 25 years ago. But someone at Namco Bandai must really like the little superhero, as he has popped up in several places over the years.

The original *Bravoman* was an arcade game released in Japan in 1988. It's basically a side-scrolling beat-em-up where you go around using your stretchy limbs to smash robots, ninjas, monsters, etc. There are also a bunch of underwater levels where Bravoman transforms into a submarine and shoots torpedoes (random!). We never saw the arcade version here, but in 1990 the game was ported to the PC Engine game console, which North Americans know as the TurboGrafx-16. This ended the only official English console-based adventure for Bravoman, but back in Japan there's a little more to the story.



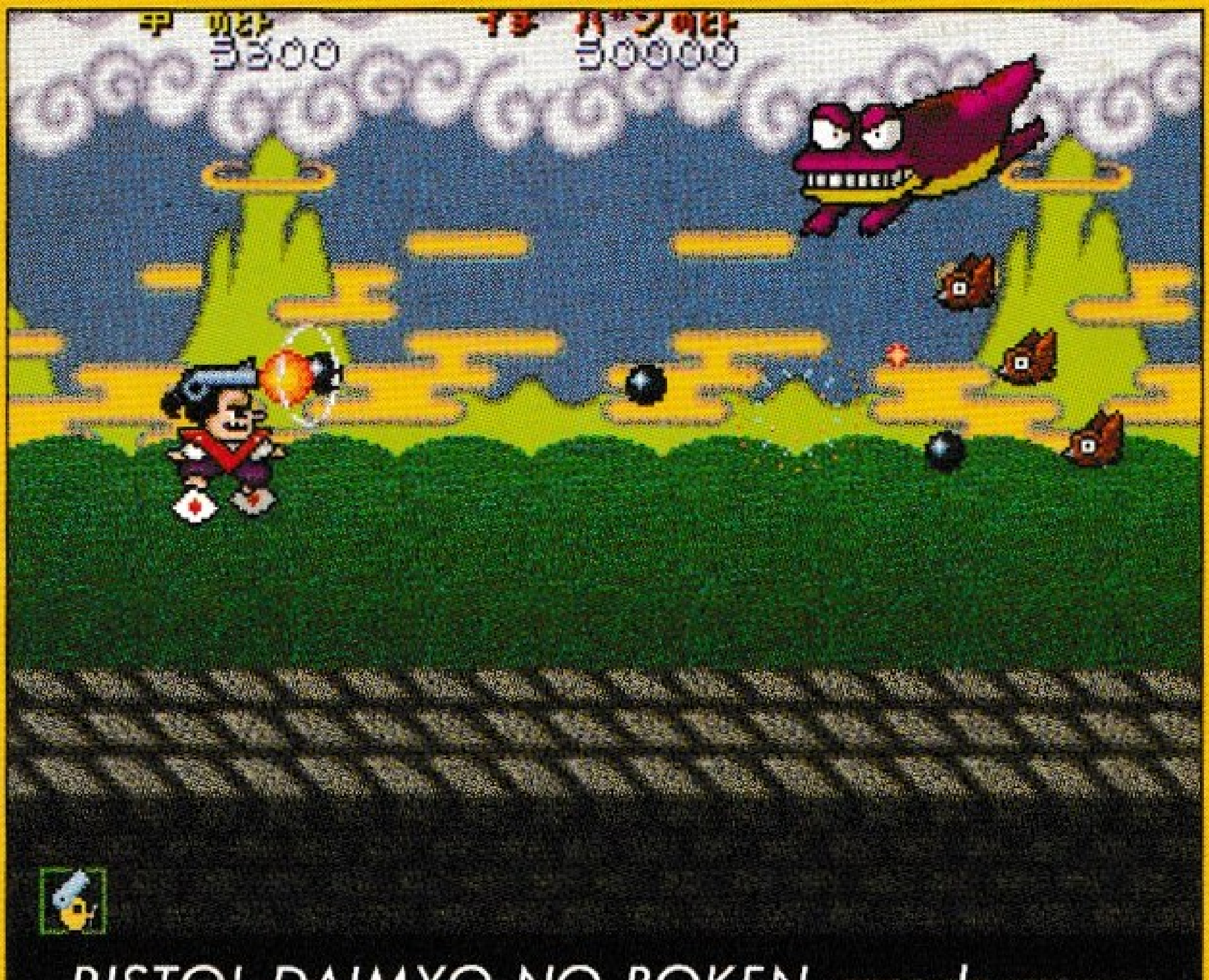
*BRAVOMAN*
*PC Engine box art*



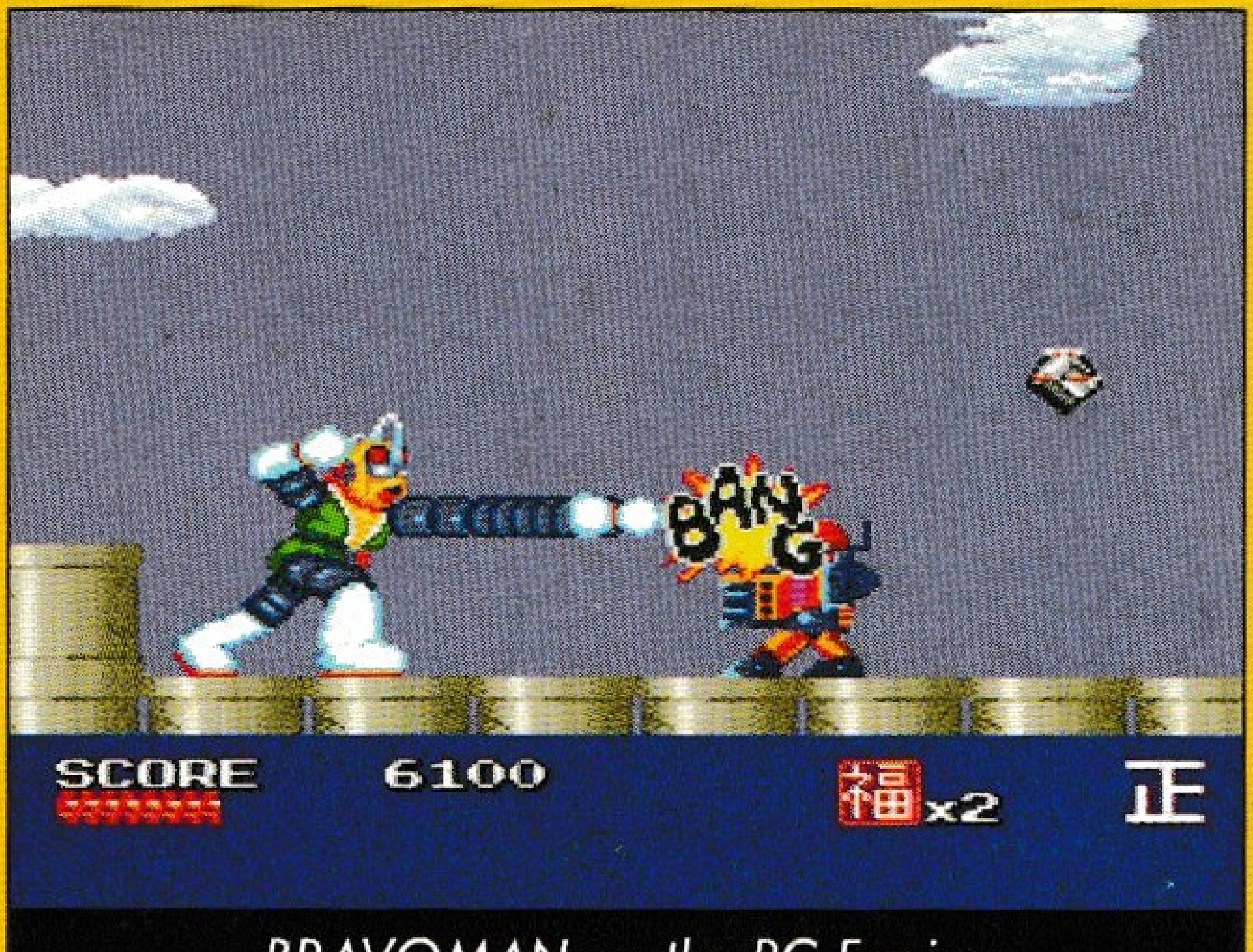
*BRAVOMAN*
*TurboGrafx-16*
*box art*

## SPIN-OFFS & CAMEOS

1990 saw the release of another Namco arcade game – a *Bravoman* spin-off titled *PISTOL DAIMYO NO BOKEN*. Originally a boss character in *Bravoman*, Pistol Daimyo is a Japanese feudal lord with a pistol strapped to his head, who can fly by waving the hand-fans he holds with his feet. The game is a side-scrolling shooter where you blast away at frogs, birds, ninjas, and living sandals. Also, if you die, Pistol Daimyo does a little fan dance… naked. I think I can see why this game remained Japan-exclusive.



*PISTOL DAIMYO NO BOKEN arcade game*

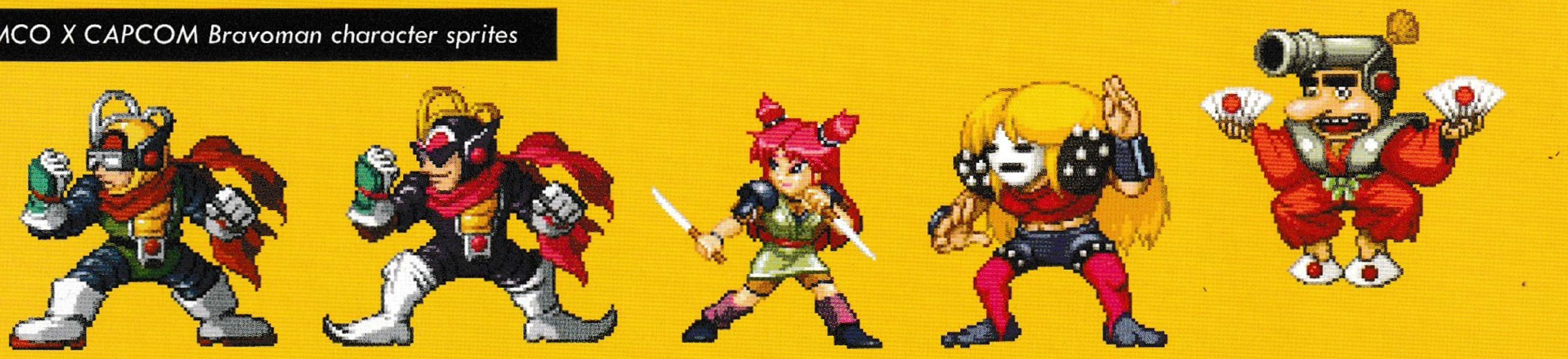


*BRAVOMAN on the PC Engine*

Beyond that, Bravoman hasn't seen any more spin-offs, but he HAS had plenty of cameos! Probably the best-known of these is in the 2005 Japan-only action/tactical RPG *NAMCO X CAPCOM*, where Bravoman is teamed up with Wonder Momo (another old-school Namco character that has recently been rejuvenated with a ShiftyLook

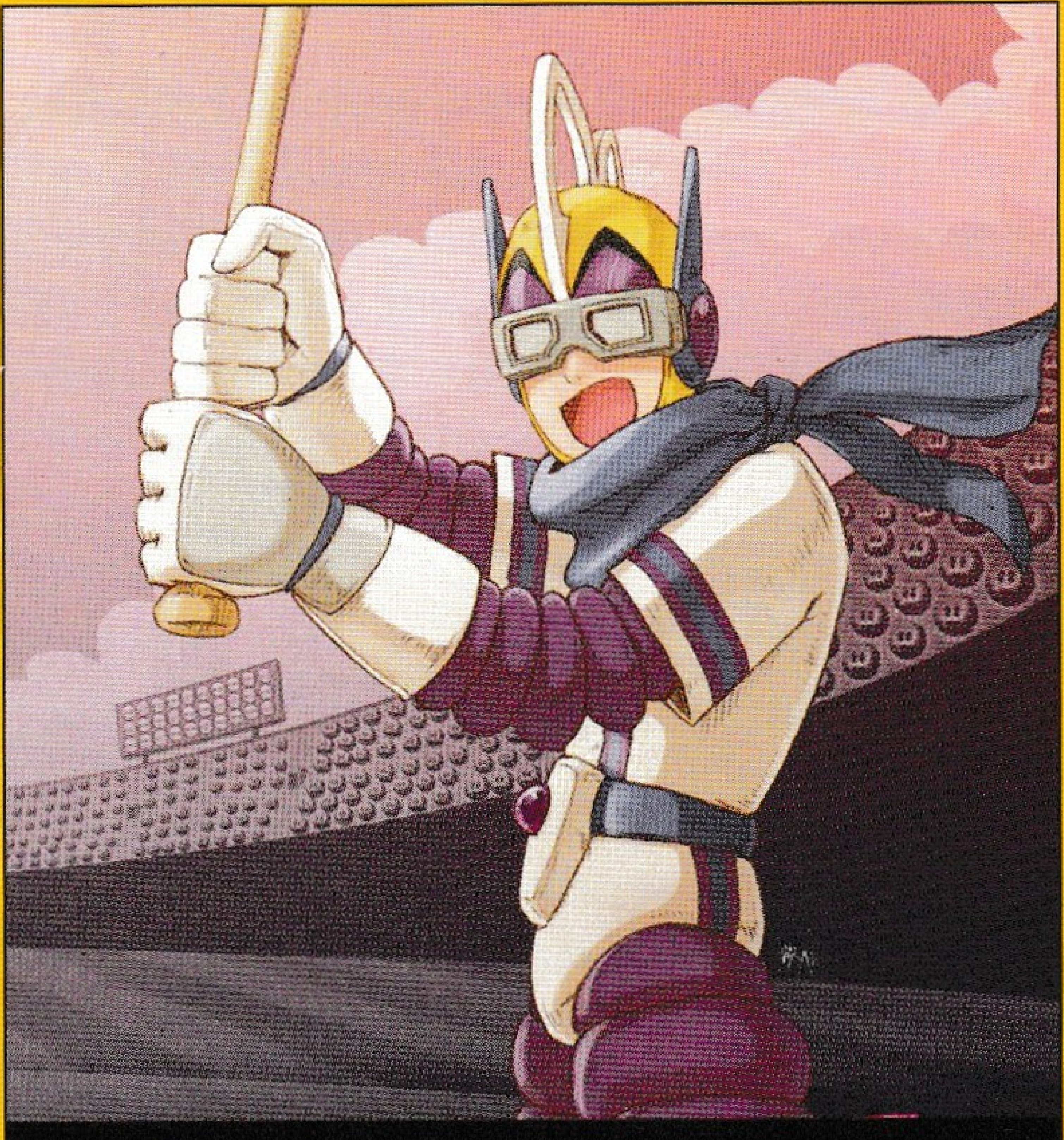
*(CONTINUED NEXT PAGE)*

NAMCO X CAPCOM *Bravoman* character sprites



webcomic!). Other *Bravoman* characters also appear throughout the game, such as Waya Hime, Anti-Bravoman, Benjamin, Pistol Daimyo, and Dr. Bomb. It's notable that, in this game, ninja princess Waya Hime gets to team up with Taki, the *SOULCALIBUR* series' resident ninja babe. Taki had previously been given a Waya Hime alternate costume in 2002's *SOULCALIBUR II*.

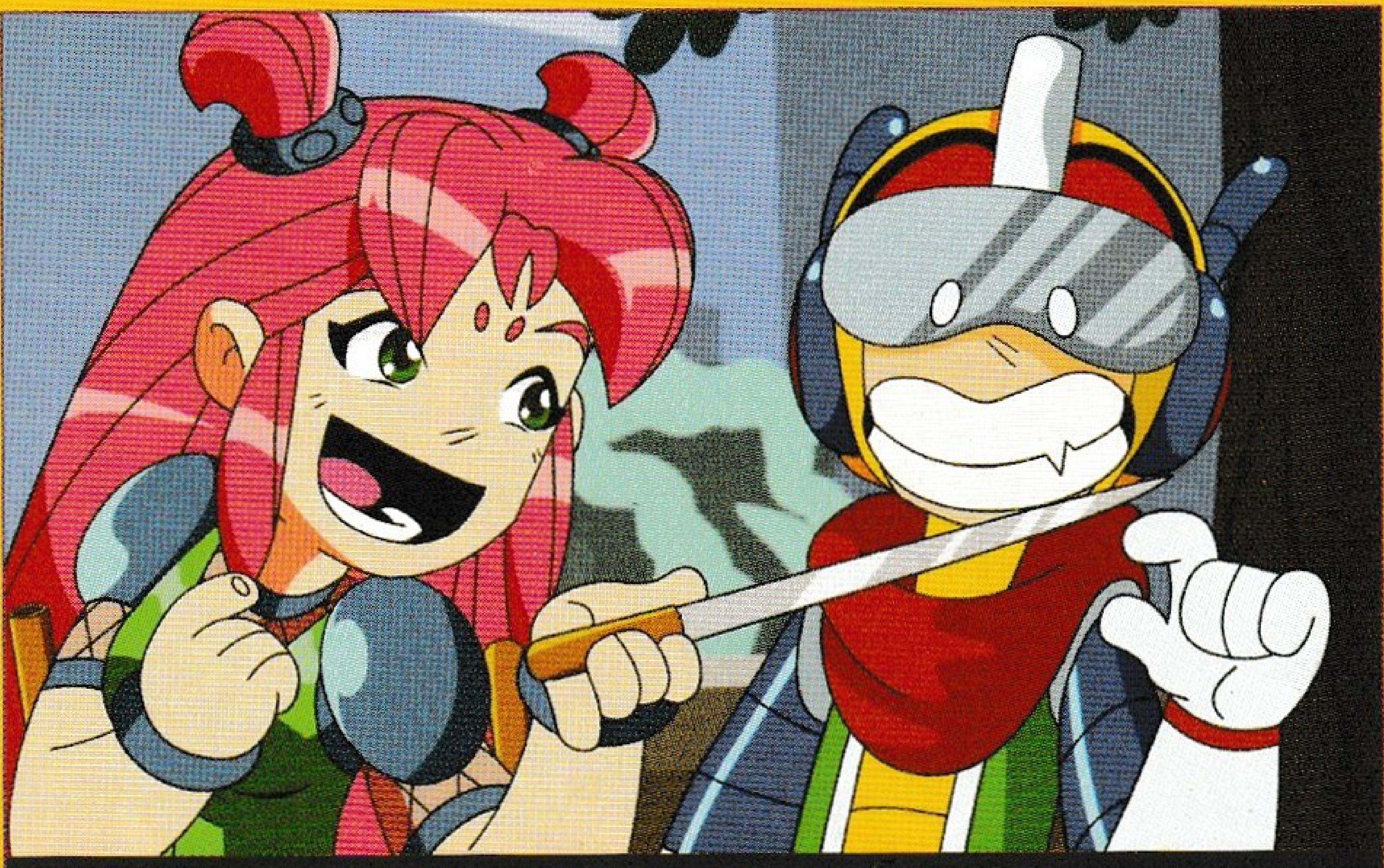
More Bravoman cameos can be found in the arcade/SEGA Genesis game *MARVEL LAND* (1989), *NAMCO SUPER WARS* (2002) - an RPG for Bandai's Wonderswan handheld - and *NAMCO CHRONICLE*, a 2009 mobile phone RPG. Dr. Bomb makes a small cameo in *DIGITAL DEVIL STORY: MEGAMI TENSEI II* (2002), from back when Namco acted as the publisher for the then-fledgling game developer Atlus. Most recently, Bravoman appeared in *PRO BASEBALL FAMISTA 2011*, a Nintendo 3DS baseball game which features a special team made up entirely of Namco Bandai characters.



*PRO BASEBALL FAMISTA 2011* promo art

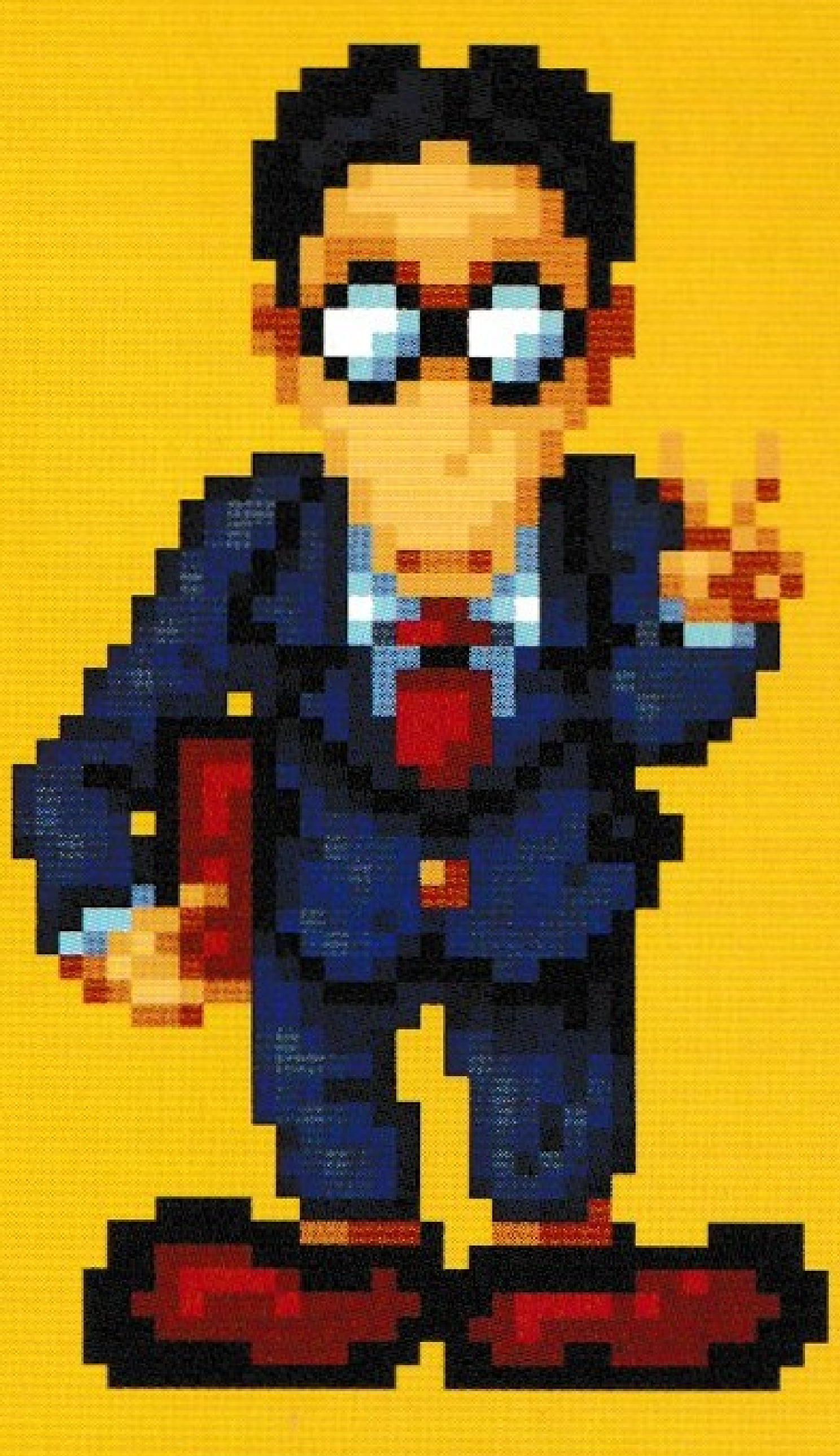
## MODERN REVIVAL

But as far as North America knew, after the original TurboGrafx-16 game, Bravoman was forever forgotten... that is, until he was resurrected as an original webcomic by ShiftyLook! As of this book's release, the webcomic is 250+ strips strong and still going. ShiftyLook has even spun *Bravoman* off into a series of animated web cartoons. The first season of these animated shorts features an all-star voice cast, including Rob Paulsen (*TMNT*, *Animaniacs*), Dee Bradley Baker (*American Dad!*), Romi Dames (*Winx Club*) and Jennifer Hale (*Mass Effect*). ShiftyLook has also produced *Bravoman: Binja Bash!*, a mobile game available on the iOS and Android platforms. The game is an on-rails 2D platformer where Bravoman and other characters fight their way through Dr. Bomb's endless army of robot ninjas.



*BRAVOMAN* animated web cartoon

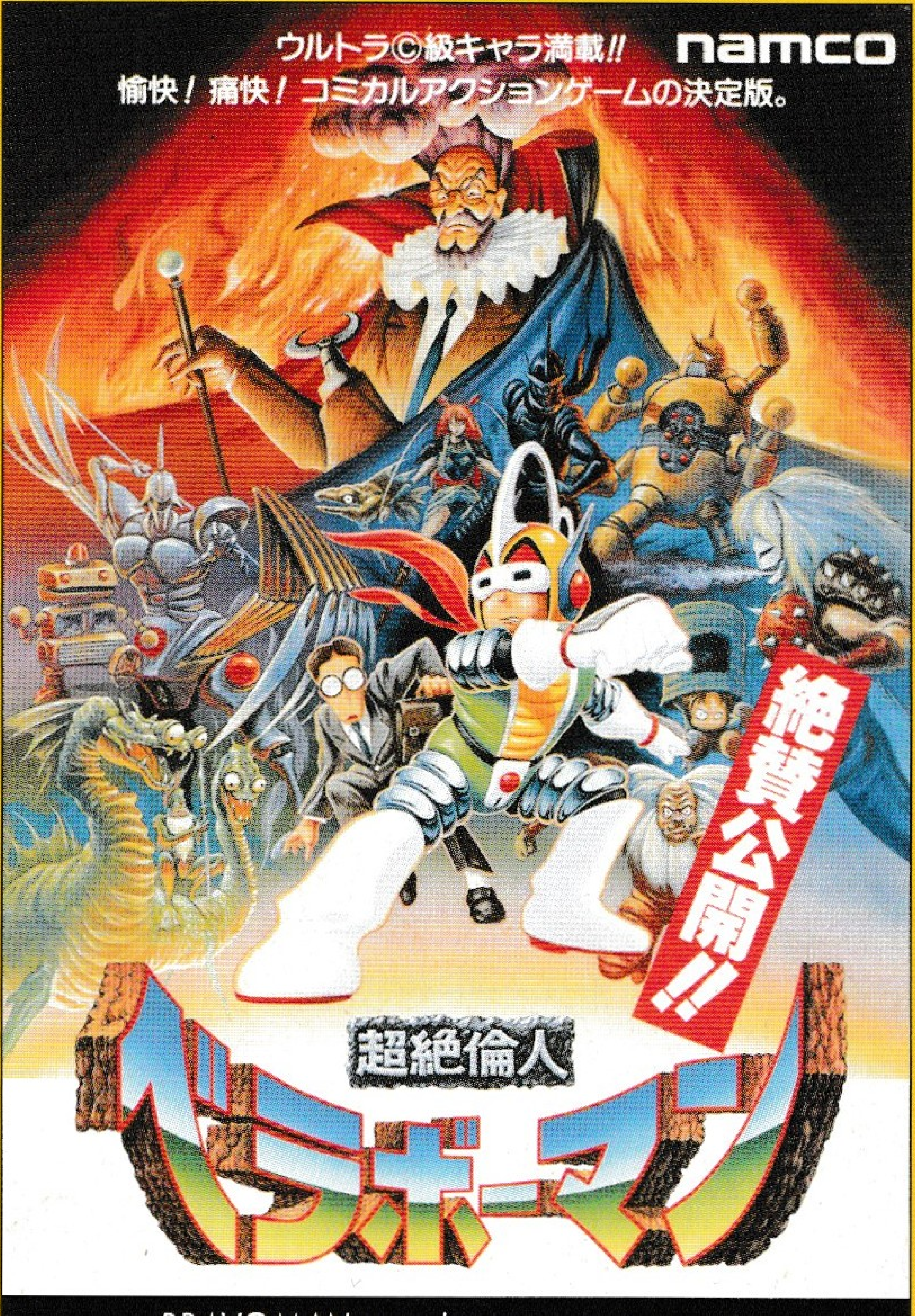
## INSPIRATION FROM MASAYA NAKAMURA



Salaryman

A lot of superheroes have a mild-mannered secret identity. Superman is reporter Clark Kent, Spider-Man is photographer Peter Parker. For Bravoman that role is Salaryman, an average Japanese business man. While he barely appears in the game, and in the webcomic we've only shown him briefly in the first strip, I think Salaryman is a big part of why Bravoman is given so many video game cameos. That's because Salaryman is actually a caricature of Masaya Nakamura – the founder of Namco Bandai.

Nakamura started the company in 1955 as Nakamura Manufacturing Ltd., to produce children's rides. The company name would later be changed to Nakamura Manufacturing Co., and in 1971 was shortened to just Namco. Namco first got into the video game business in 1974 when Nakamura purchased the struggling Japanese division of Atari, folding it into his own company. During the late '70s and early '80s, Namco started creating its own games with *GEE BEE*, *GALAXIAN*, *PAC-MAN*, *DIG DUG*, *XEVIOUS*, and one day… *Bravoman*! In 2005, Namco merged with toy and video game giant Bandai to become Namco Bandai Games Inc.



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超絶倫人
ベラボーマン

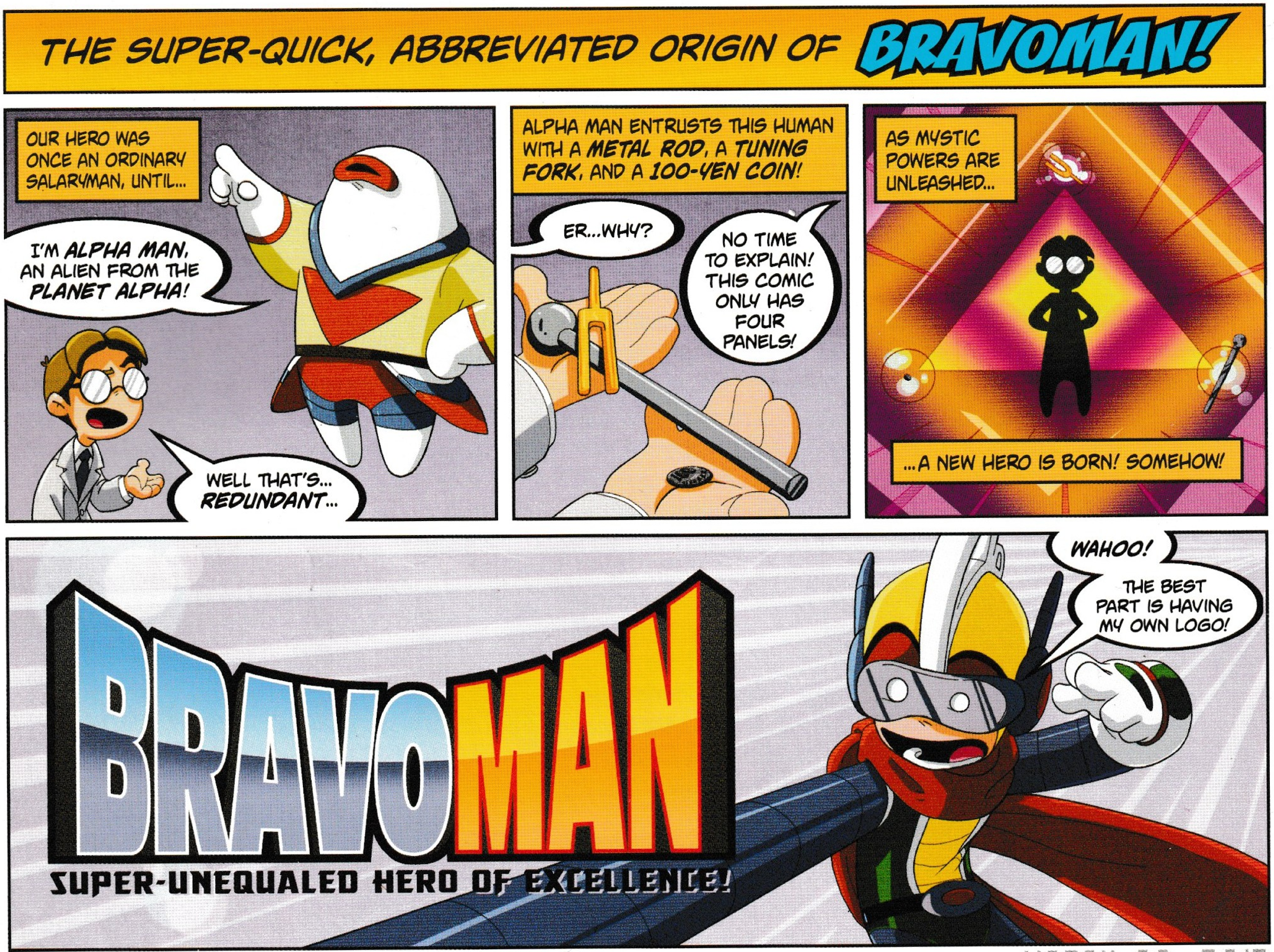
BRAVOMAN arcade game promo poster

Nakamura is now considered one of the founding fathers of the video game industry, and has been recognized several times for it. In 2007 he was presented with The Order of the Rising Sun (Gold Rays with Rosette), one of Japan's highest honors, for his contributions to Japanese industry. In 2010 Nakamura was inducted into the International Video Game Hall of Fame alongside Namco Bandai's most recognizable character: Pac-Man.

Even now as a man in his 80s, Nakamura is still looking to the future. After receiving the Order of the Rising Sun, he remarked, "I express my sincere appreciation and gratitude for all people who supported me. In order to grow and prosper in the rapidly changing Contents industry, a flexible way of thinking and actions becomes essential. I would like to entrust our future to the younger generations and expect them to succeed."

## PLAY BRAVOMAN!

Bringing it all back to where it started, if you want to play *Bravoman* for yourself, you actually can! No, you don't have to go scouring flea markets for a TurboGrafx-16… the original *Bravoman* is available as a downloadable game on the Nintendo Wii Virtual Console. Be warned... it's really hard! But give it a shot if you're in the mood for some good old 1980s video game wackiness!

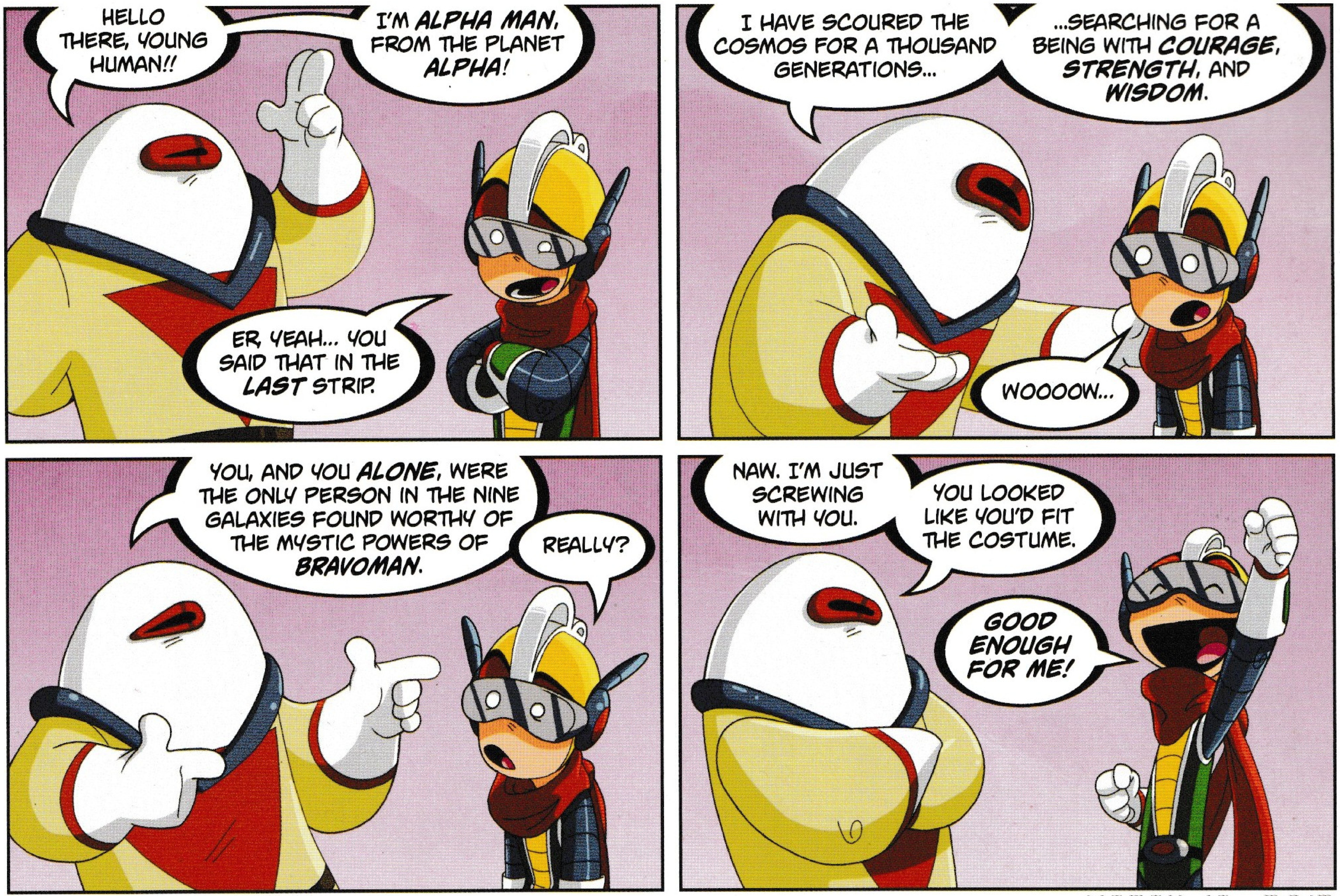

THE SUPER-QUICK, ABBREVIATED ORIGIN OF BRAVOMAN!
OUR HERO WAS ONCE AN ORDINARY SALARYMAN, UNTIL...
I'M ALPHA MAN, AN ALIEN FROM THE PLANET ALPHA!
WELL THAT'S... REDUNDANT...
ALPHA MAN ENTRUSTS THIS HUMAN WITH A METAL ROD, A TUNING FORK, AND A 100-YEN COIN!
ER...WHY?
NO TIME TO EXPLAIN! THIS COMIC ONLY HAS FOUR PANELS!
AS MYSTIC POWERS ARE UNLEASHED...
...A NEW HERO IS BORN! SOMEHOW!
BRAVOMAN
SUPER-UNEQUALED HERO OF EXCELLENCE!
WAHOO!
THE BEST PART IS HAVING MY OWN LOGO!

#001: THE ORIGIN OF BRAVOMAN MARCH 08, 2012

## COMMENTS

**MATT:** Our adventure begins! This is pretty much the same as the character's origin in the original Japanese game. It's so random and brief! Bravoman's origin is probably less important than that of the average superhero, and we've rarely called back to it in future strips. Actually, the only time we have really referenced it is when giving origin strips to other characters.

**DAX:** And here we go! This was actually the third strip we finished, but the first that was created once we had been green-lit by ShiftyLook. Exciting times!


HELLO THERE, YOUNG HUMAN!!
I'M ALPHA MAN, FROM THE PLANET ALPHA!
ER, YEAH... YOU SAID THAT IN THE LAST STRIP.
I HAVE SCOURED THE COSMOS FOR A THOUSAND GENERATIONS...
...SEARCHING FOR A BEING WITH COURAGE, STRENGTH, AND WISDOM.
WOOOOW...
YOU, AND YOU ALONE, WERE THE ONLY PERSON IN THE NINE GALAXIES FOUND WORTHY OF THE MYSTIC POWERS OF BRAVOMAN.
REALLY?
NAW. I'M JUST SCREWING WITH YOU.
YOU LOOKED LIKE YOU'D FIT THE COSTUME.
GOOD ENOUGH FOR ME!

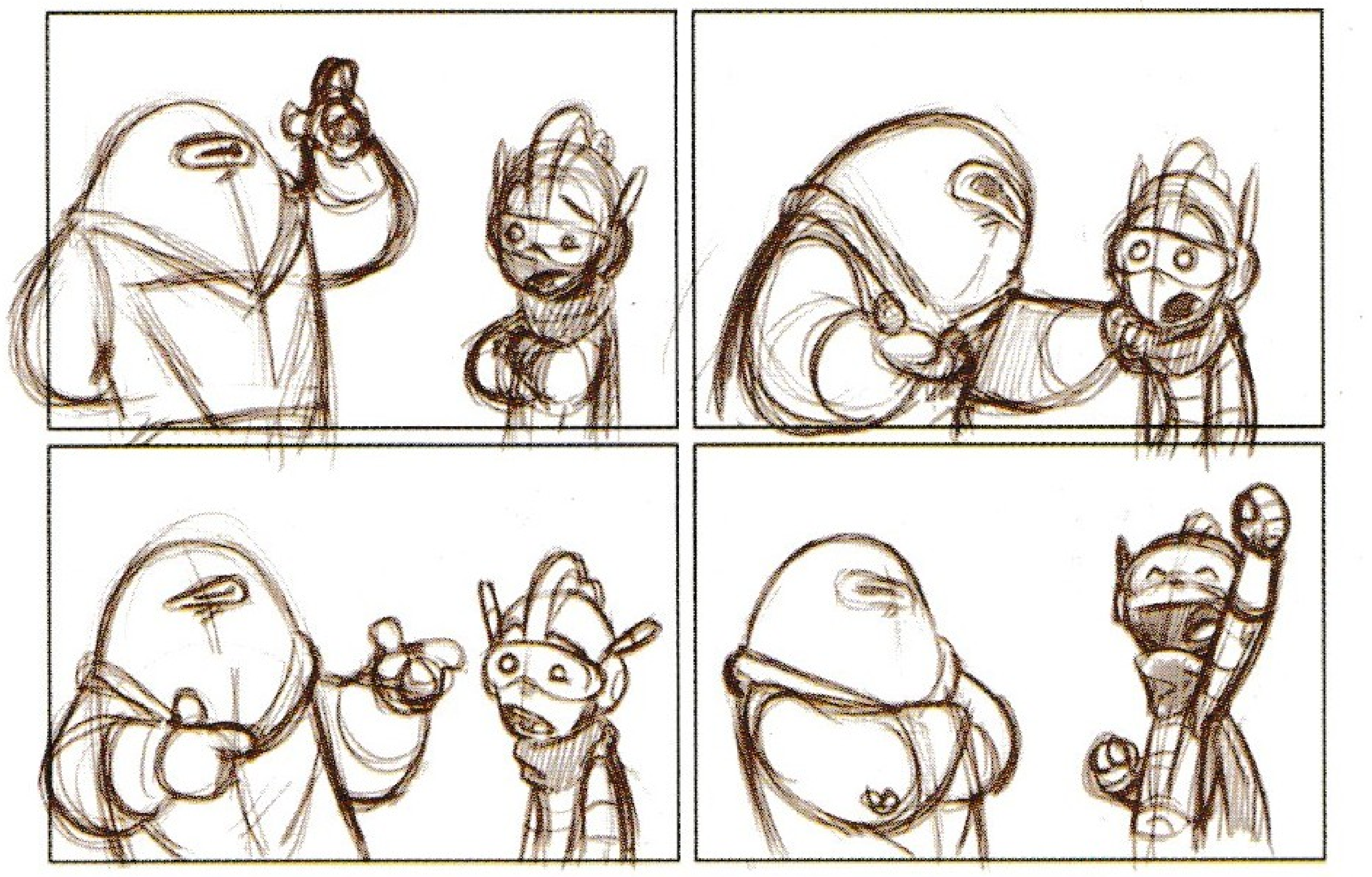
#002: ALPHA TALE

MARCH 10, 2012

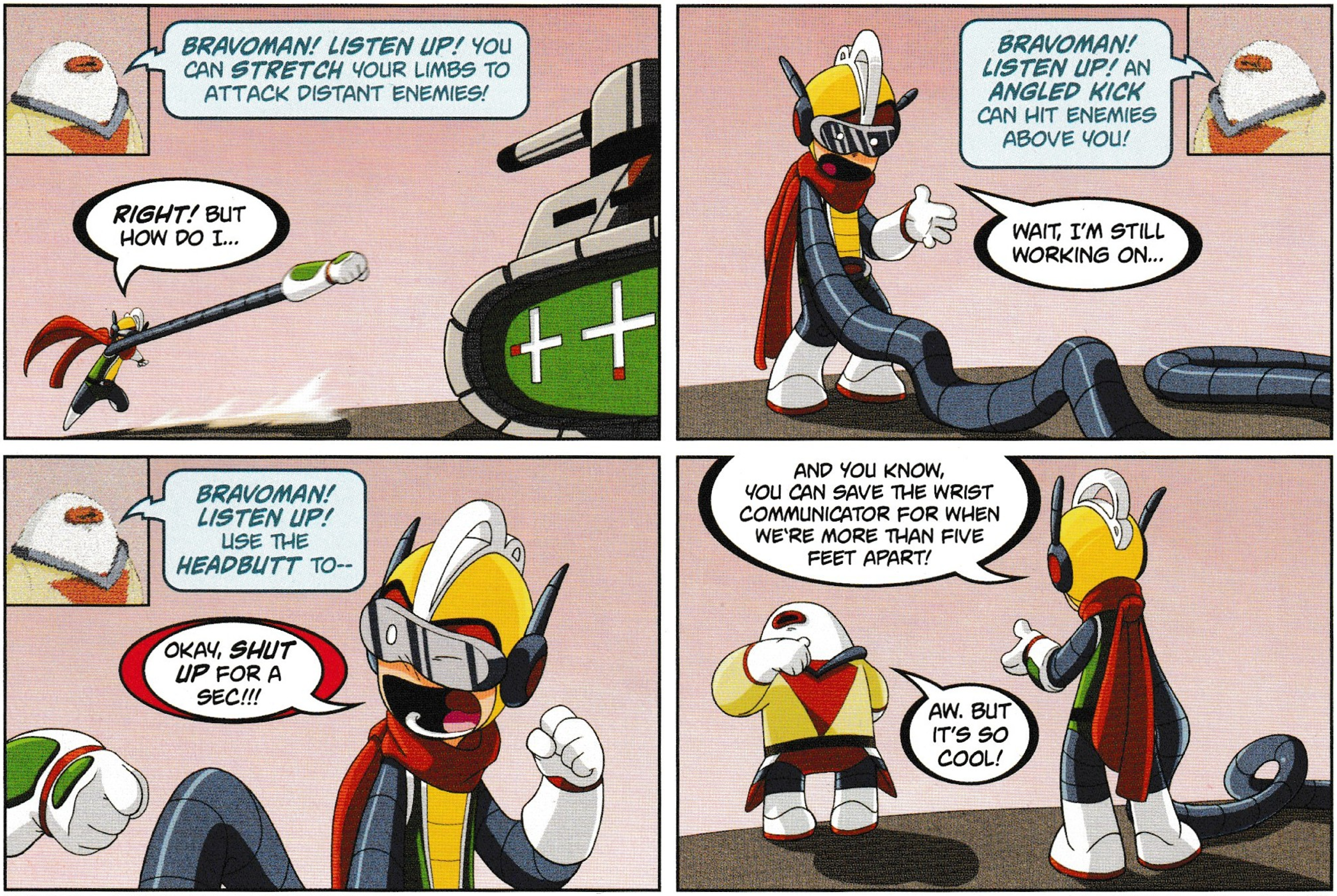
## COMMENTS

**MATT:** I'm surprised at the number of exclamation points Alpha has in this early strip. These days, I consciously try to avoid exclamation points for him, so he always seems calm and collected. Nothing phases Alpha Man. Well... almost nothing.

**DAX:** I remember this is when I started to get a feel for Bravo's personality and how we could push his expression dramatically from panel to panel. Always fun to be able to do as an artist.



ROUGH LAYOUT


BRAVOMAN! LISTEN UP! YOU CAN STRETCH YOUR LIMBS TO ATTACK DISTANT ENEMIES!
RIGHT! BUT HOW DO I...
BRAVOMAN! LISTEN UP! AN ANGLED KICK CAN HIT ENEMIES ABOVE YOU!
WAIT, I'M STILL WORKING ON...
BRAVOMAN! LISTEN UP! USE THE HEADBUTT TO--
OKAY, SHUT UP FOR A SEC!!!
AND YOU KNOW, YOU CAN SAVE THE WRIST COMMUNICATOR FOR WHEN WE'RE MORE THAN FIVE FEET APART!
AW. BUT IT'S SO COOL!

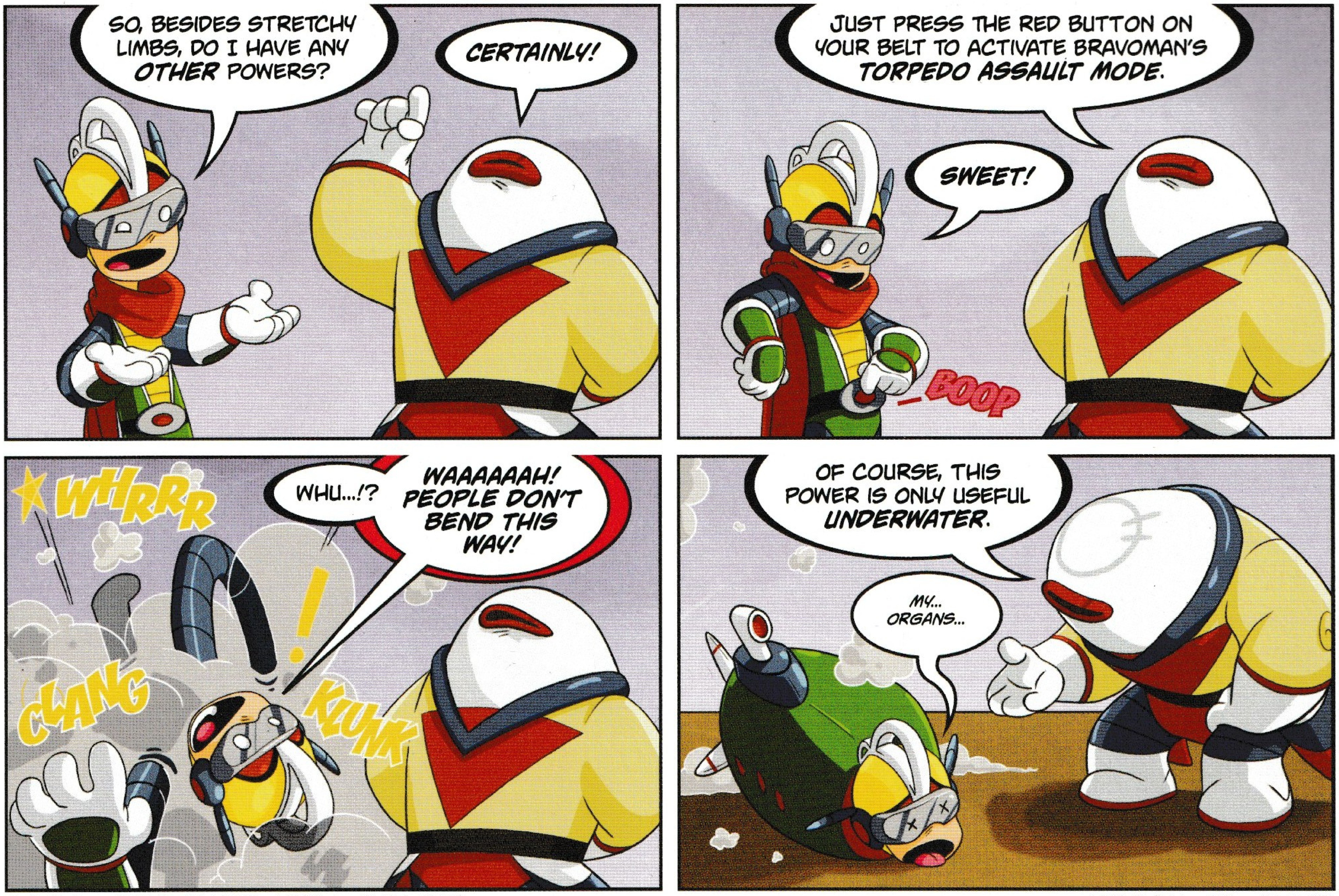
#003: LISTEN UP BRAVO!

MARCH 13, 2012

## COMMENTS

**MATT:** I HATE those games that won't stop bothering you with incessant help messages. I'd rather be thrown into a game world and figure stuff out on my own. This strip was animated as one of the teaser/test animations for the *Bravoman* animated web series.

**DAX:** Ah yes, the stretchy limbs! We spent a large chunk of the early part of the series making Bravo a hero struggling to get ahold of his new powers. Always fun to play with this stuff visually.


SO, BESIDES STRETCHY LIMBS, DO I HAVE ANY OTHER POWERS?
CERTAINLY!
JUST PRESS THE RED BUTTON ON YOUR BELT TO ACTIVATE BRAVOMAN'S TORPEDO ASSAULT MODE.
SWEET!
BOOP
WHRRR
WHU...!?
WAAAAAAH! PEOPLE DON'T BEND THIS WAY!
CLANG
KLUNK
OF COURSE, THIS POWER IS ONLY USEFUL UNDERWATER.
MY... ORGANS...

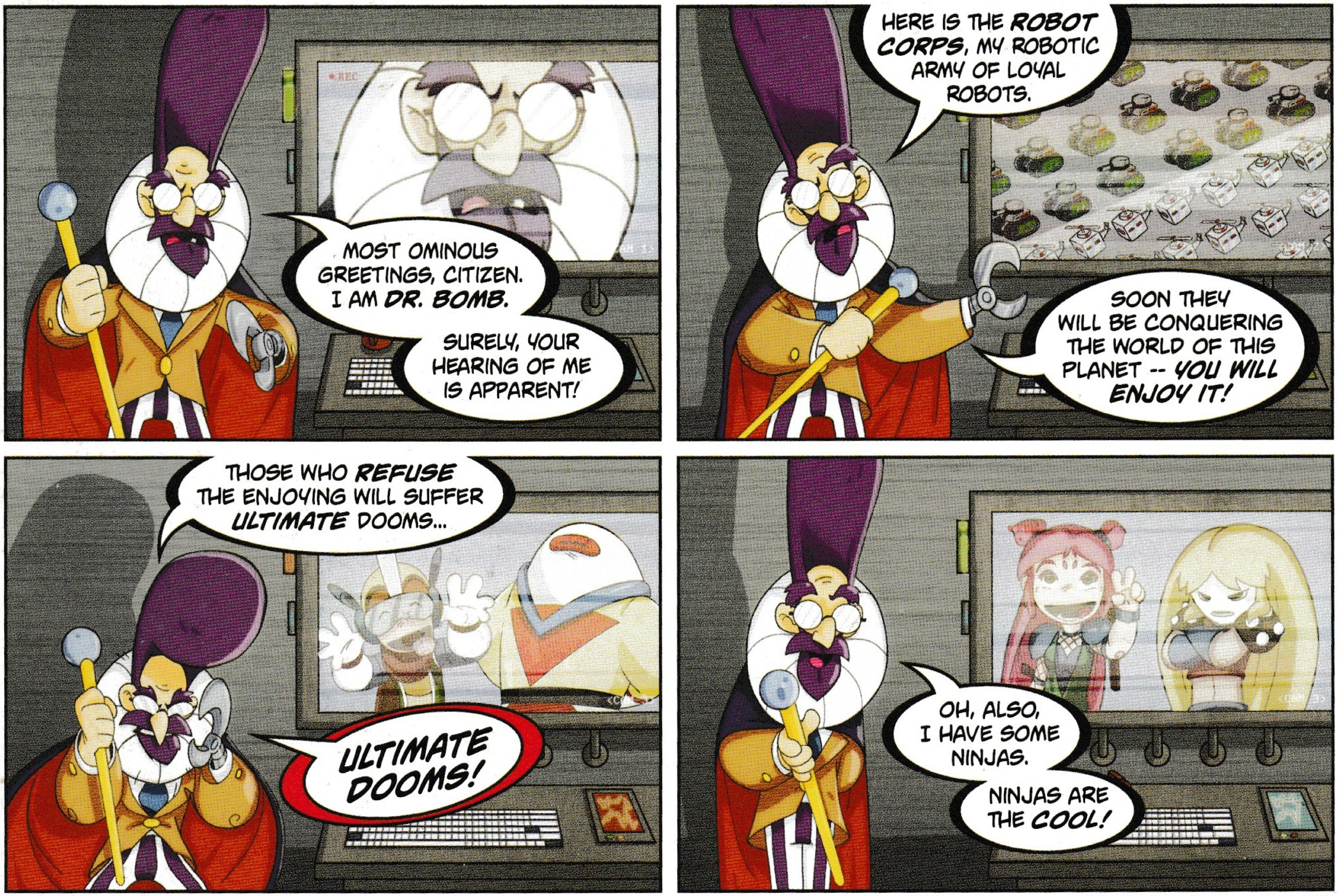
#004: STRANGE NEW POWER

MARCH 17, 2012

## COMMENTS

**MATT:** This was actually the very first strip created as part of the initial *Bravoman* pitch package Dax and I put together for ShiftyLook. You've come a long way, boys! Originally I had intended for all of Bravoman's new powers to be controlled by pressing the same button in a different way. It's still an idea I might pick up later in an alternate way.

**DAX:** This is the first strip I penciled and colored, and if you flip closer to the end of this book, you can see how far the series has come artistically. I used to cringe when I saw these old strips, but now I think it shows history and adds some charm to the series. Notice the UDON symbol I thought would be cute on Alpha's head. I decided to do away with it after this one and only appearance.


MOST OMINOUS GREETINGS, CITIZEN. I AM DR. BOMB.
SURELY, YOUR HEARING OF ME IS APPARENT!
HERE IS THE ROBOT CORPS, MY ROBOTIC ARMY OF LOYAL ROBOTS.
SOON THEY WILL BE CONQUERING THE WORLD OF THIS PLANET -- YOU WILL ENJOY IT!
THOSE WHO REFUSE THE ENJOYING WILL SUFFER ULTIMATE DOOMS...
ULTIMATE DOOMS!
OH, ALSO, I HAVE SOME NINJAS.
NINJAS ARE THE COOL!

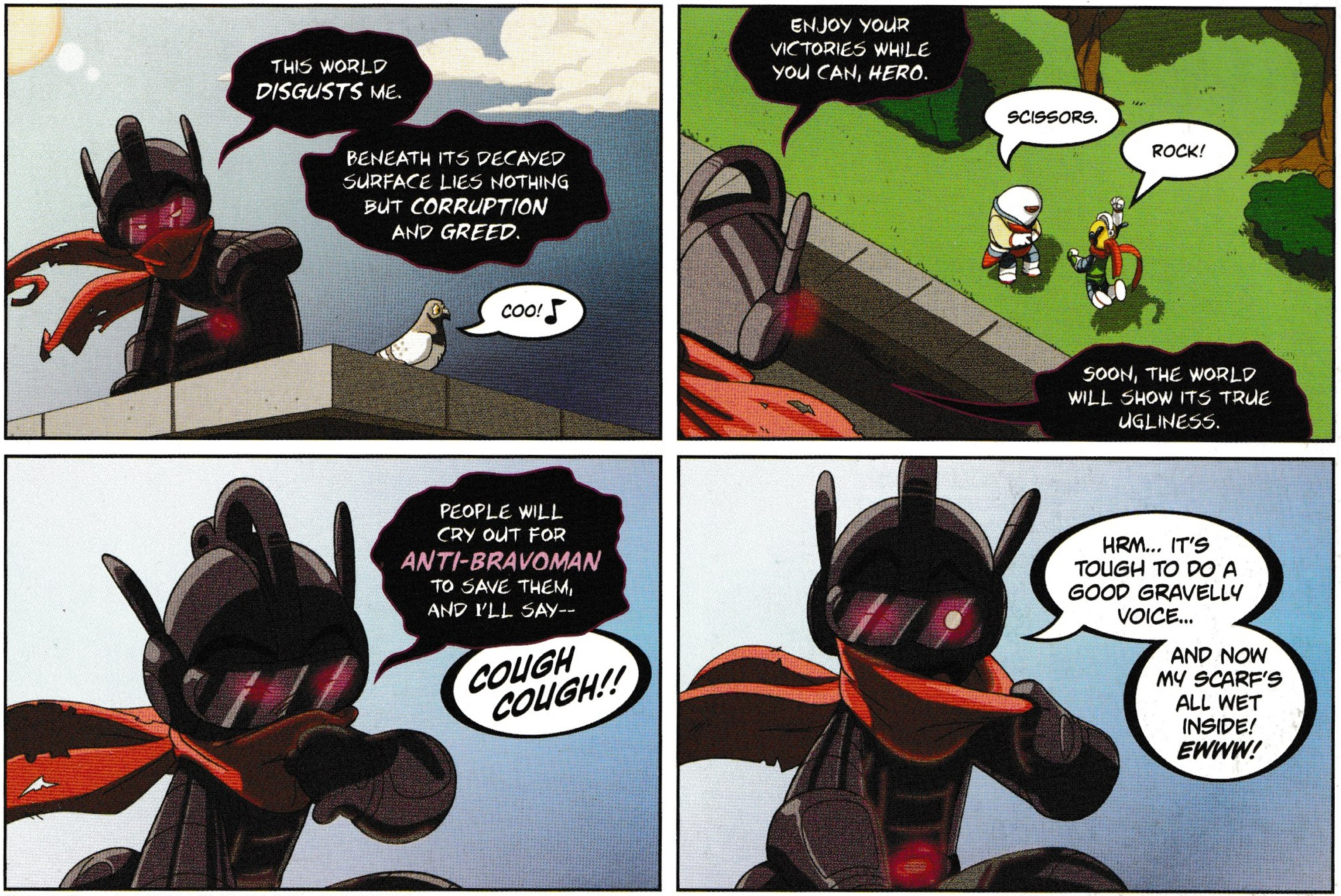
#005: MEET DR. BOMB

MARCH 20, 2012

## COMMENTS

**MATT:** Dr. Bomb's speech is one of the clearest callbacks to the original *Bravoman* game. The North American release of the game had a hilariously bad English translation, with such great Engrish lines as "I am Japanese telephone box." and "Who is rising against me?" It's actually tough to write dialog that is badly spoken but still understandable.

**DAX:** Introducing DR. BOMB! I spent a long time on this one… At the time, he was the only character that didn't fit the shape language of the rest of the cast. (Waya, Benjamin, Bravo, etc. are all roughly the same height and shape.)


THIS WORLD DISGUSTS ME.
BENEATH ITS DECAYED SURFACE LIES NOTHING BUT CORRUPTION AND GREED.
COO! ♪
ENJOY YOUR VICTORIES WHILE YOU CAN, HERO.
SCISSORS.
ROCK!
SOON, THE WORLD WILL SHOW ITS TRUE UGLINESS.
PEOPLE WILL CRY OUT FOR ANTI-BRAVOMAN TO SAVE THEM, AND I'LL SAY--
COUGH COUGH!!
HRM... IT'S TOUGH TO DO A GOOD GRAVELLY VOICE...
AND NOW MY SCARF'S ALL WET INSIDE! EWWW!

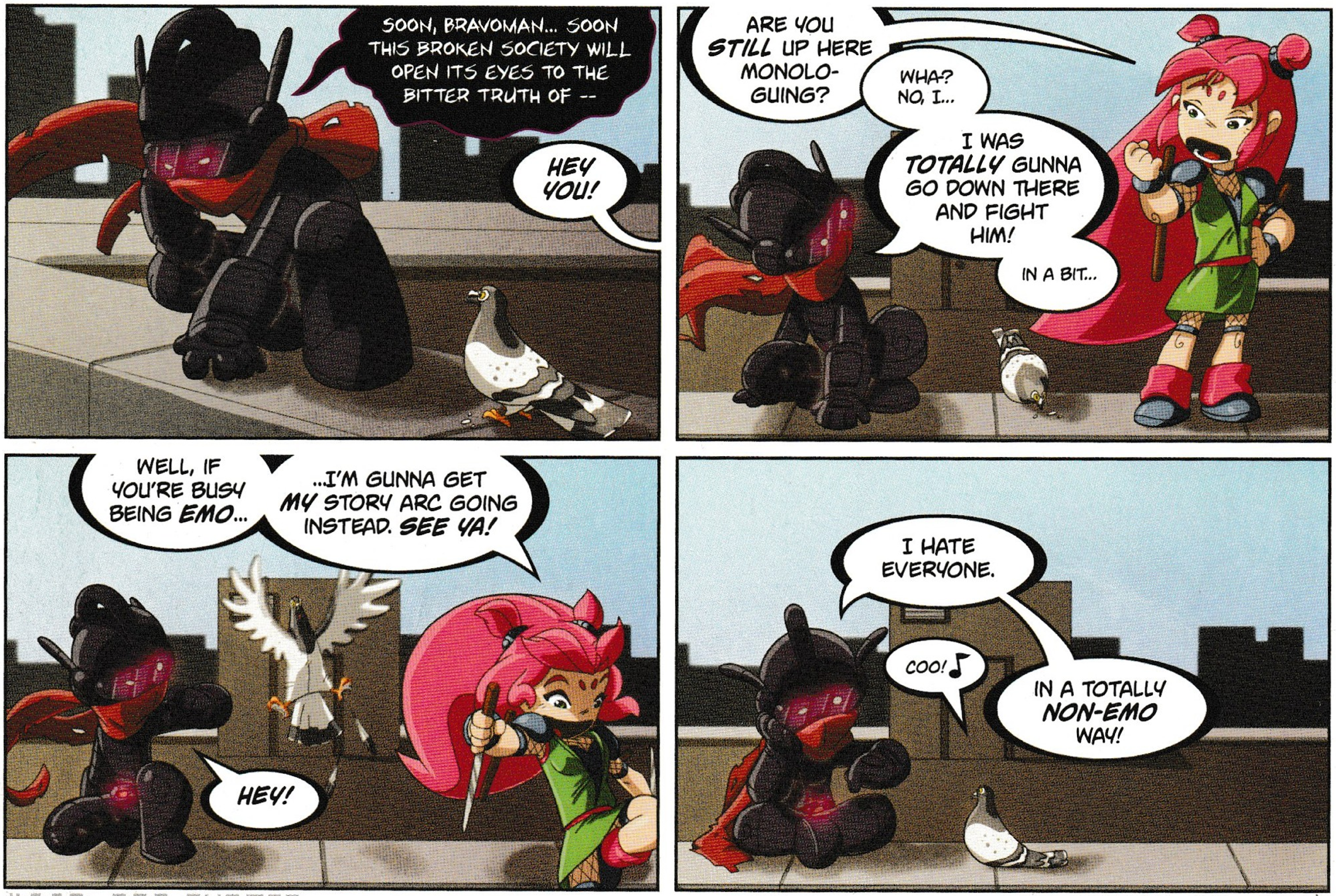
#006: ANTI-BRAVO RISES

MARCH 24, 2012

## COMMENTS

**MATT:** Anti-Bravoman is one of my favorite characters. I feel bad about how mean we are to him, but at the same time... that's the whole point! He wants so bad to be a dark and sinister character, but can't help letting his awkward nerd side come out.

**DAX:** Anti-Bravo! Or ***A.B.*** as he is now called, instantly became the most popular character in the series. Everyone always seems to connect with this wannabe anti-hero. This is also the first appearance of the pigeon, who a friend of mine called "cute." So moving forward, every time I drew A.B., the pigeon wasn't too far behind, and grew into a full-fledged character almost 100 strips later!


SOON, BRAVOMAN... SOON THIS BROKEN SOCIETY WILL OPEN ITS EYES TO THE BITTER TRUTH OF --
HEY YOU!
ARE YOU STILL UP HERE MONOLOGUING?
WHA? NO, I...
I WAS TOTALLY GUNNA GO DOWN THERE AND FIGHT HIM!
IN A BIT...
WELL, IF YOU'RE BUSY BEING EMO...
...I'M GUNNA GET MY STORY ARC GOING INSTEAD. SEE YA!
HEY!
I HATE EVERYONE.
COO! ♪
IN A TOTALLY NON-EMO WAY!

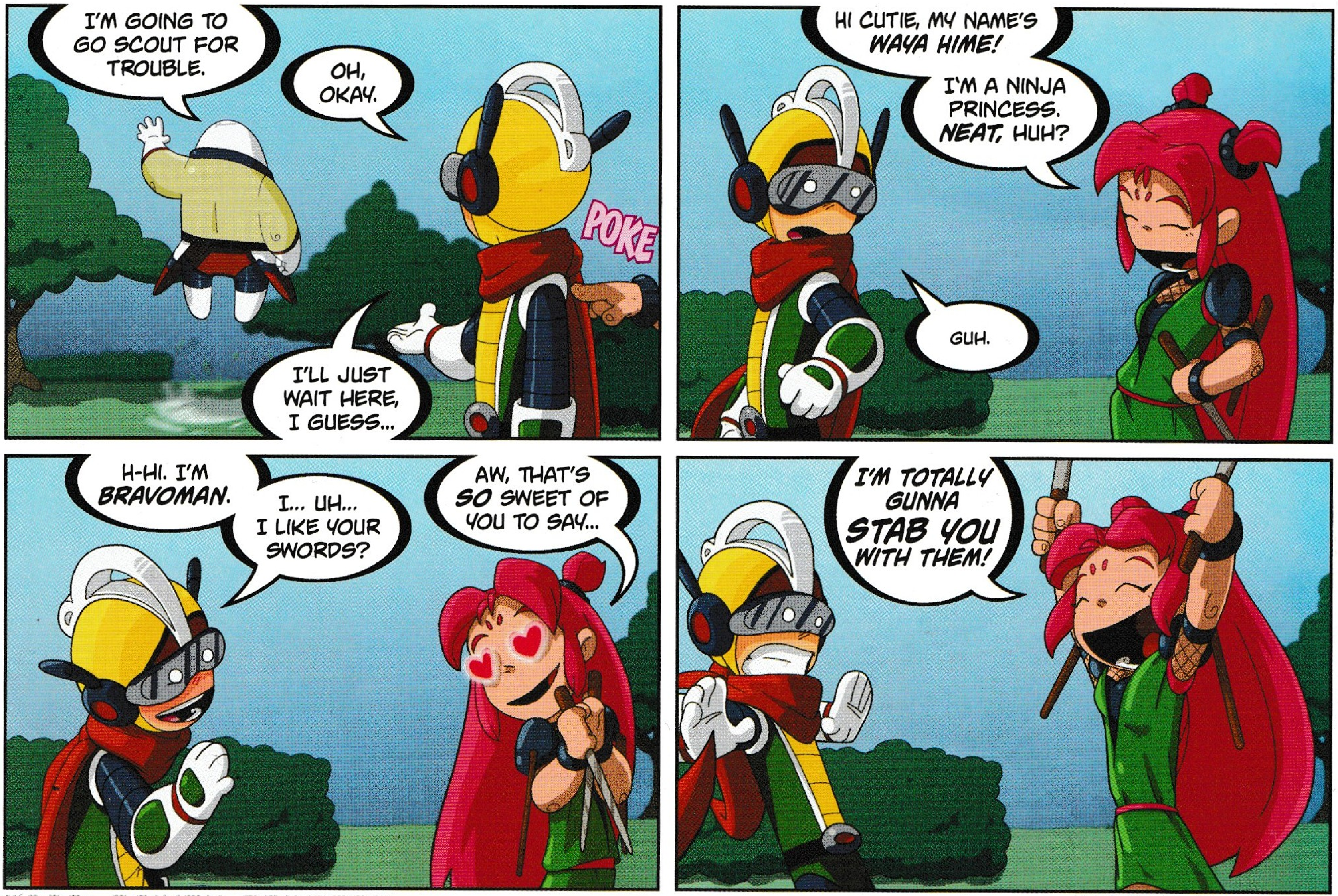
#007: PRE-EMPTED

MARCH 27, 2012

## COMMENTS

**MATT:** Waya Hime is probably Anti-Bravoman's closest competitor in the running for the series' most popular character. I love both her endless enthusiasm towards her goals, and her unique pink/green/blue color scheme. She really stands out visually, which is saying something with our cast of literally colorful characters.

**DAX:** Waya Hime! Drawing Waya has always been fun for me, as I get to explore the cute ***kawaii*** angle as well as an angry, ferocious and action-packed ninja side of things.


I'M GOING TO GO SCOUT FOR TROUBLE.
OH, OKAY.
POKE
I'LL JUST WAIT HERE, I GUESS...
HI CUTIE, MY NAME'S WAYA HIME!
I'M A NINJA PRINCESS. NEAT, HUH?
GUH.
H-HI. I'M BRAVOMAN.
I... UH... I LIKE YOUR SWORDS?
AW, THAT'S SO SWEET OF YOU TO SAY...
I'M TOTALLY GUNNA STAB YOU WITH THEM!

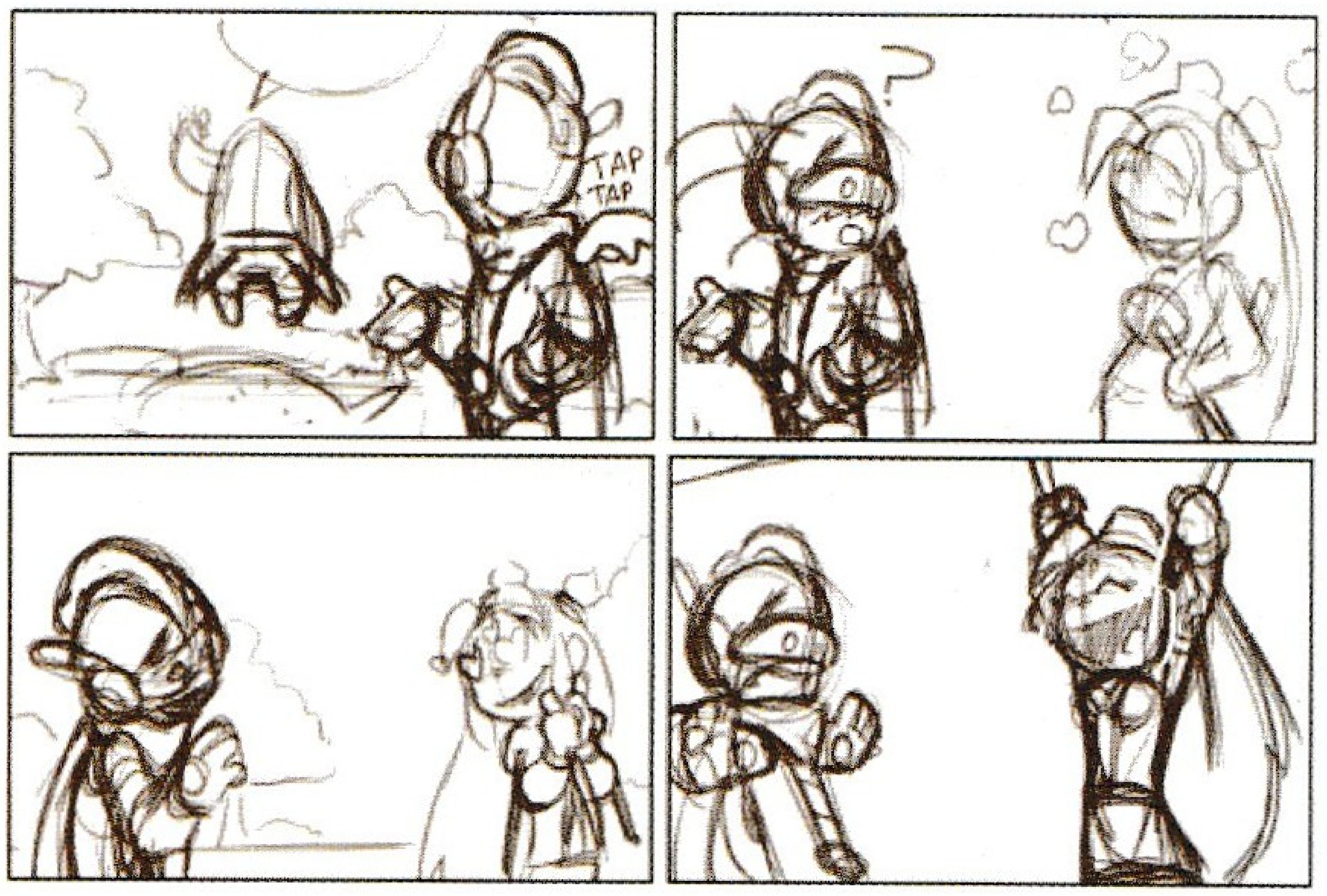
#008: POINTY PRINCESS

MARCH 31, 2012

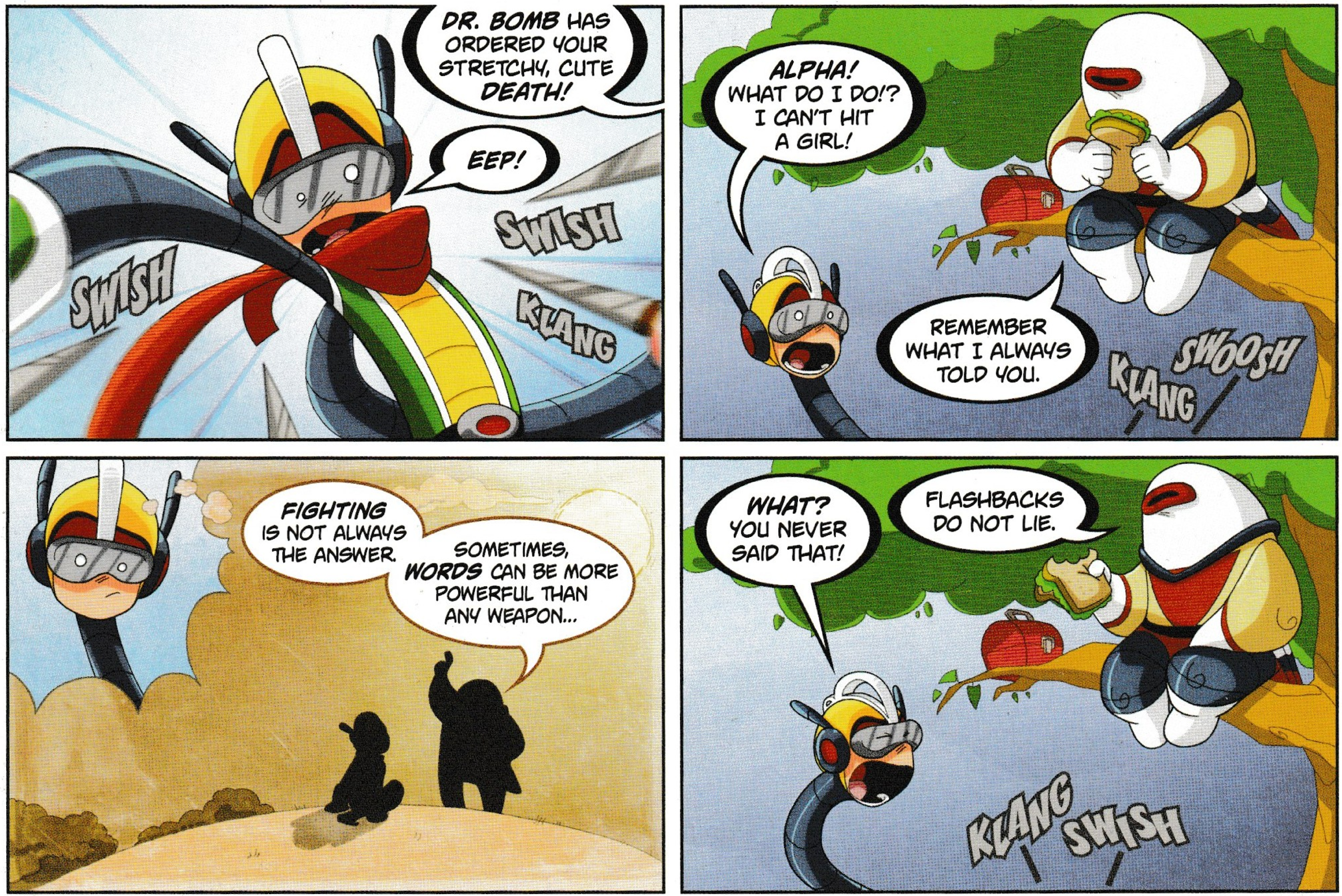
## COMMENTS

**MATT:** I think this strip perfectly encapsulates Waya's character. She is both in love with and assigned to kill Bravoman. What's unique about Waya is that she is not at all conflicted over this contradiction. She's able to compartmentalize both goals, and pursues each of them with all of her heart.

**DAX:** This was the first script where I saw how Waya's character was going to go. Love vs. Training... a common trend in the *Bravoman* universe. I feel it's a big part of what gives the series its carefree, fun and easy-to-read vibe.



ROUGH LAYOUT


DR. BOMB HAS ORDERED YOUR STRETCHY, CUTE DEATH!
EEP!
SWISH
SWISH
KLANG
ALPHA! WHAT DO I DO!? I CAN'T HIT A GIRL!
REMEMBER WHAT I ALWAYS TOLD YOU.
KLANG
SWOOSH
FIGHTING IS NOT ALWAYS THE ANSWER.
SOMETIMES, WORDS CAN BE MORE POWERFUL THAN ANY WEAPON...
WHAT? YOU NEVER SAID THAT!
FLASHBACKS DO NOT LIE.
KLANG
SWISH

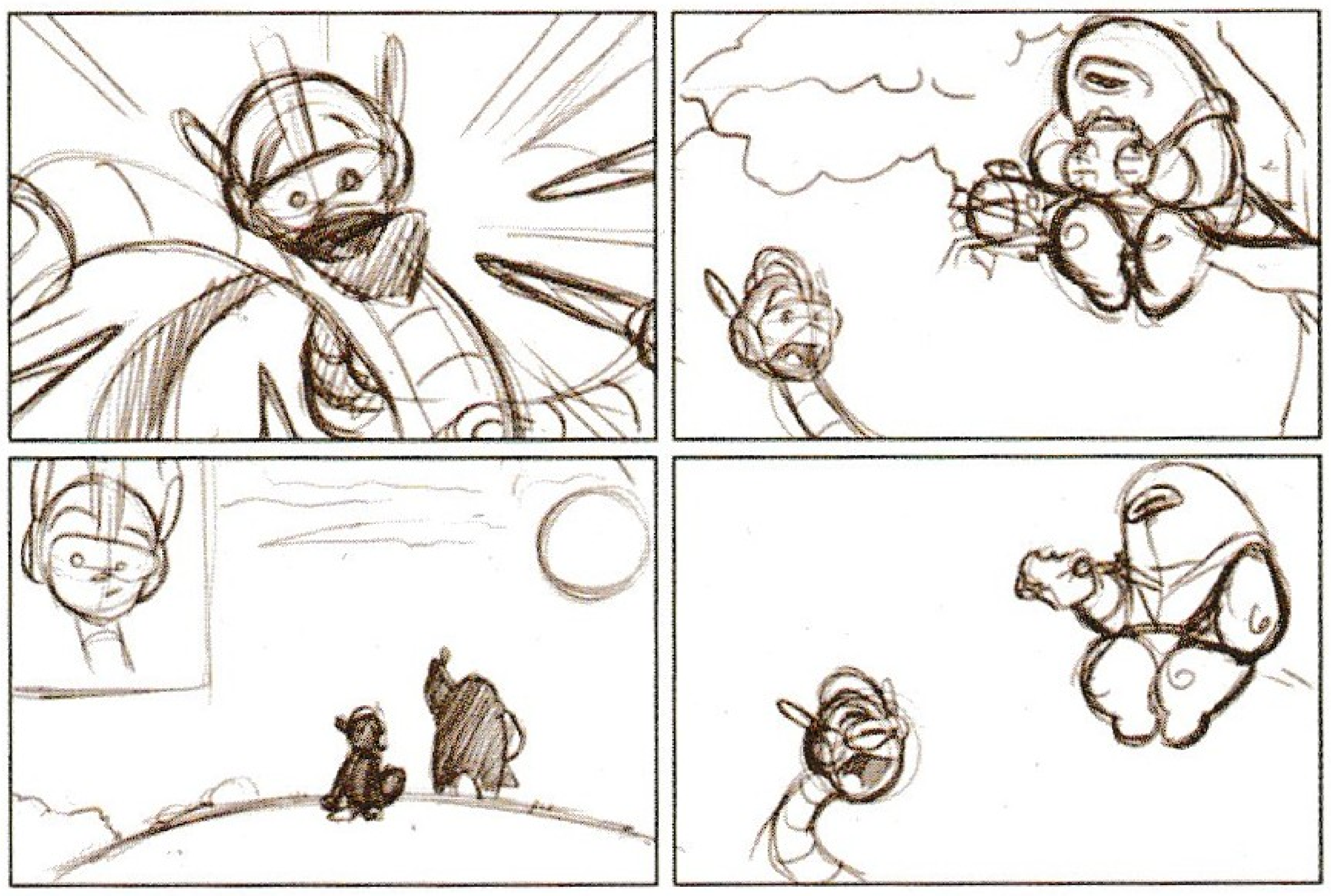
#009: DON'T USE THE FORCE

APRIL 03, 2012

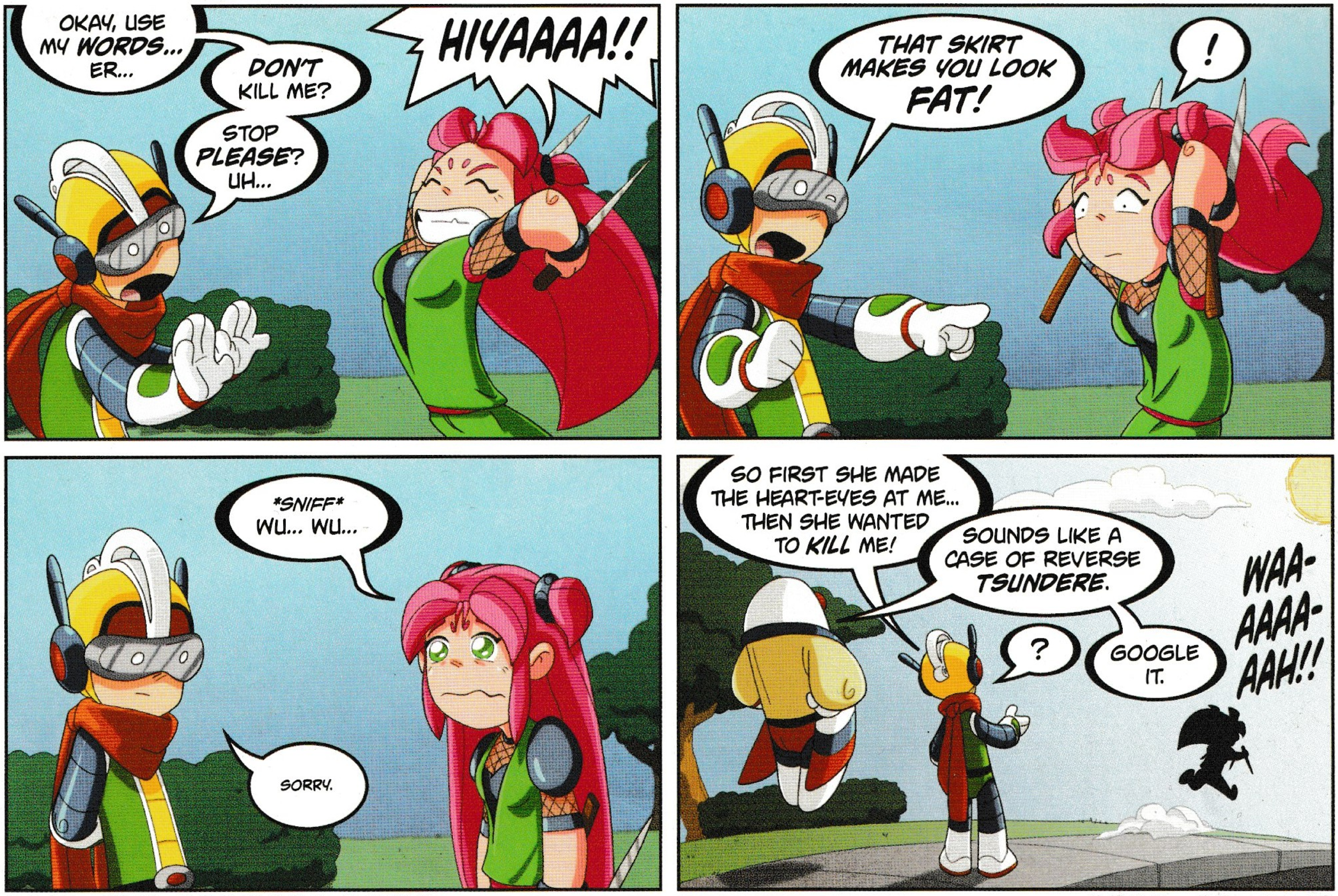
## COMMENTS

**MATT:** Alpha's role as a passive instigator starts to set in here. He's always on Bravoman's side, but his actions (or inaction) tend to get Bravo into trouble.

**DAX:** Are those lips or is that his eye? The color of his visor probably doesn't help answer this question, nor does the fact that we had him mysteriously take a bite of his sandwich off-panel. But still, it has been one of those fun things that fans have talked about for quite some time now. We really need to do a strip that sets the record straight, Matt. :P



ROUGH LAYOUT


OKAY, USE MY WORDS... ER...
DON'T KILL ME?
STOP PLEASE? UH...
HIYAAAA!!
THAT SKIRT MAKES YOU LOOK FAT!
!
*SNIFF* WU... WU...
SORRY.
SO FIRST SHE MADE THE HEART-EYES AT ME... THEN SHE WANTED TO KILL ME!
SOUNDS LIKE A CASE OF REVERSE TSUNDERE.
?
GOOGLE IT.
WAA-AAAA-AAH!!

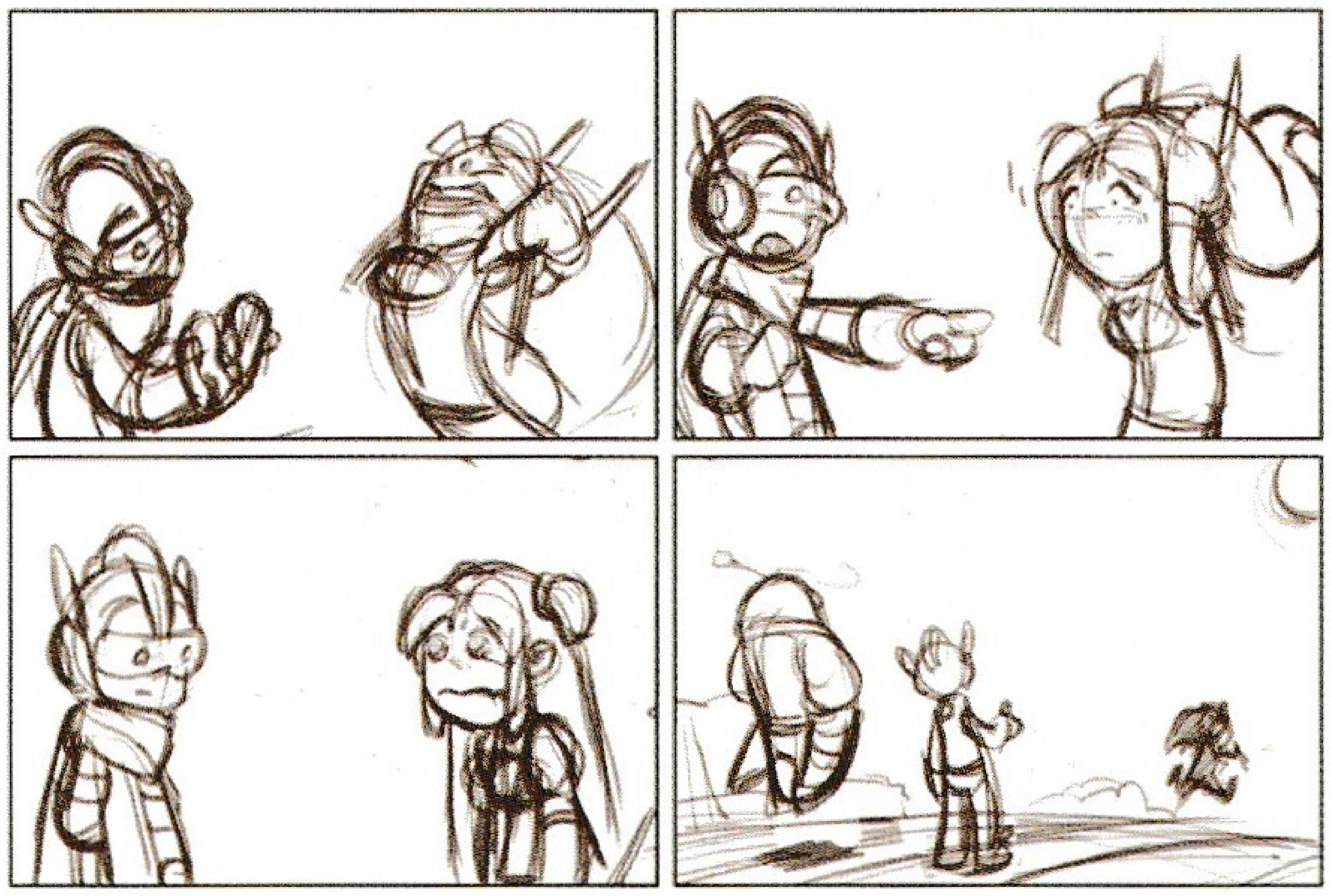
#010: THE PRINCESS PRIDE

APRIL 07, 2012

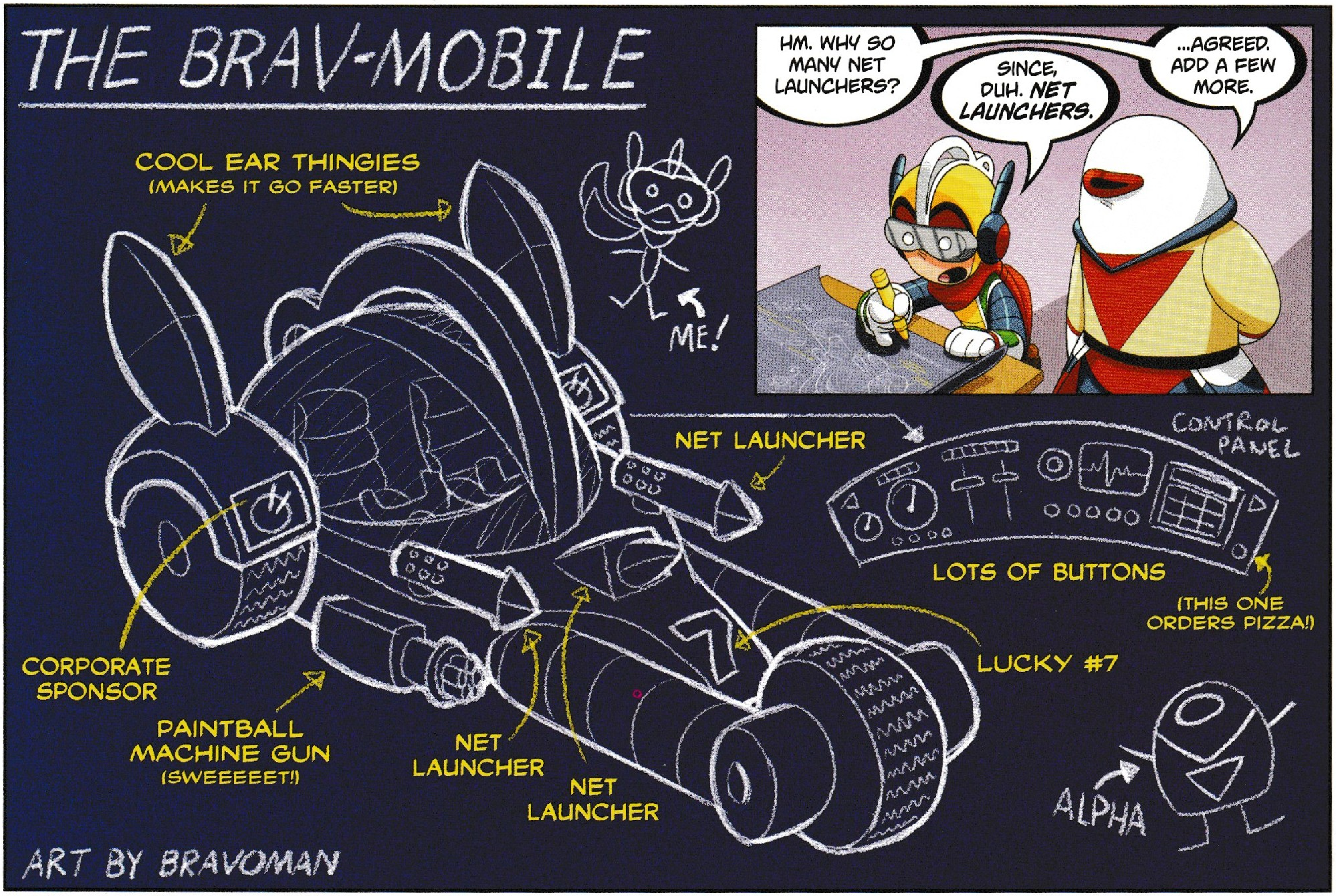
## COMMENTS

**MATT:** We used this same joke in the animated series, and it's one of the rare cases where people thought we were too mean to a character. (Though really, Anti-Bravoman gets kicked around much worse than this, heh.) Luckily, Waya seems to have gotten over the insult completely by her next appearance. Also, ***reverse tsundere*** was the best term I could come up with at the time. I would later learn that ***yandere*** is a much better term to specifically describe Waya's personality. Go ahead, Google that too.

**DAX:** He was under duress, I don't think he actually meant it...



ROUGH LAYOUT

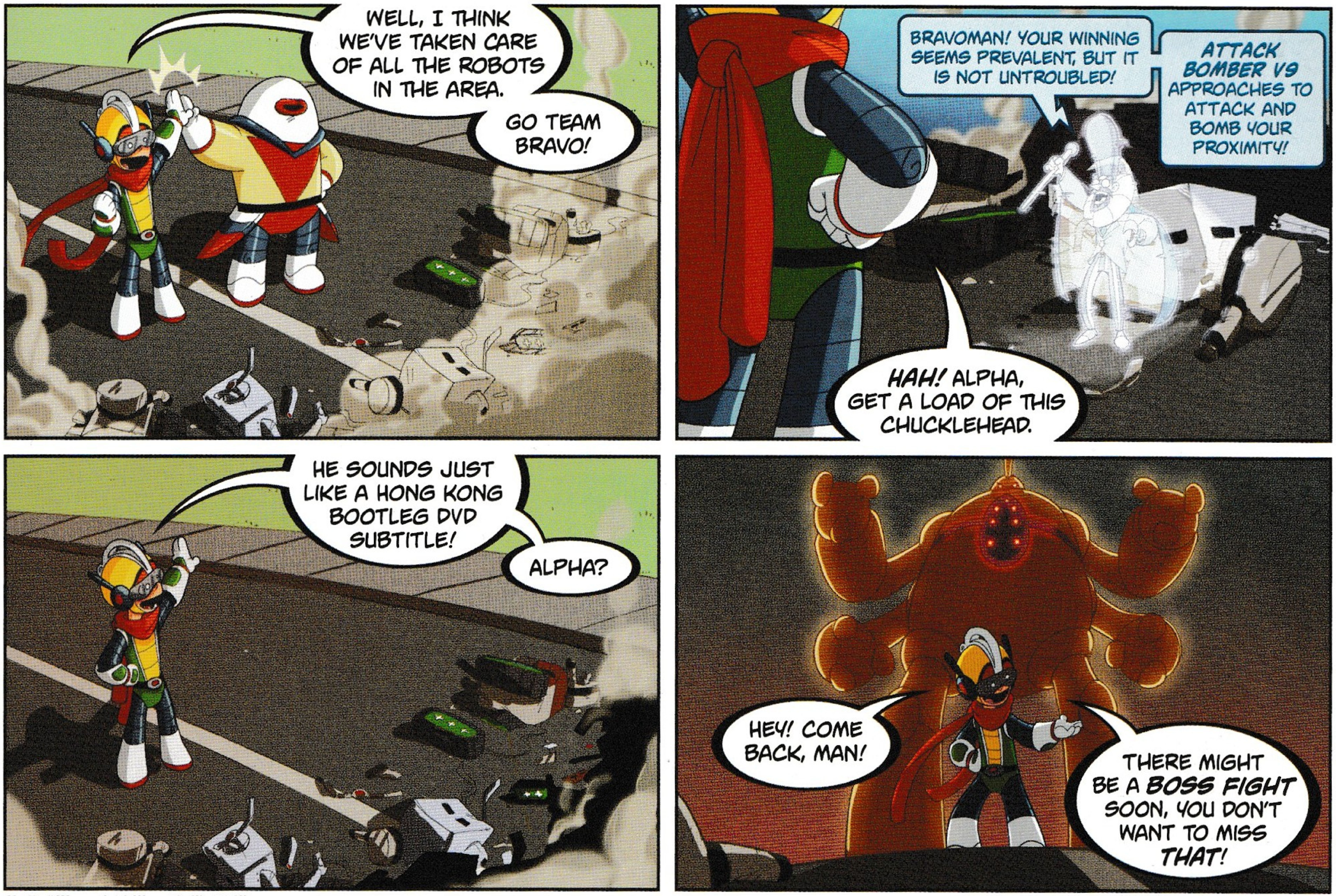

THE BRAV-MOBILE
HM. WHY SO MANY NET LAUNCHERS?
SINCE, DUH. NET LAUNCHERS.
...AGREED. ADD A FEW MORE.
COOL EAR THINGIES (MAKES IT GO FASTER)
ME!
NET LAUNCHER
CONTROL PANEL
LOTS OF BUTTONS
(THIS ONE ORDERS PIZZA!)
LUCKY #7
CORPORATE SPONSOR
PAINTBALL MACHINE GUN (SWEEEEEET!)
NET LAUNCHER
NET LAUNCHER
ALPHA
ART BY BRAVOMAN

#011: BRAV-MOBILE APRIL 10, 2012

## COMMENTS

**MATT:** The blueprint strips were something I started doing to help Dax get ahead on strip production. I drew the blueprint portion while Dax only needed to create the single inset panels. It's been fun getting to occasionally contribute artwork to the series. The *Bravoman* franchise's love affair with net launchers also begins here.

**DAX:** I've always loved these. I think Matt should do more, what do you think?


WELL, I THINK WE'VE TAKEN CARE OF ALL THE ROBOTS IN THE AREA.
GO TEAM BRAVO!
BRAVOMAN! YOUR WINNING SEEMS PREVALENT, BUT IT IS NOT UNTROUBLED!
ATTACK BOMBER V9 APPROACHES TO ATTACK AND BOMB YOUR PROXIMITY!
HAH! ALPHA, GET A LOAD OF THIS CHUCKLEHEAD.
HE SOUNDS JUST LIKE A HONG KONG BOOTLEG DVD SUBTITLE!
ALPHA?
HEY! COME BACK, MAN!
THERE MIGHT BE A BOSS FIGHT SOON, YOU DON'T WANT TO MISS THAT!

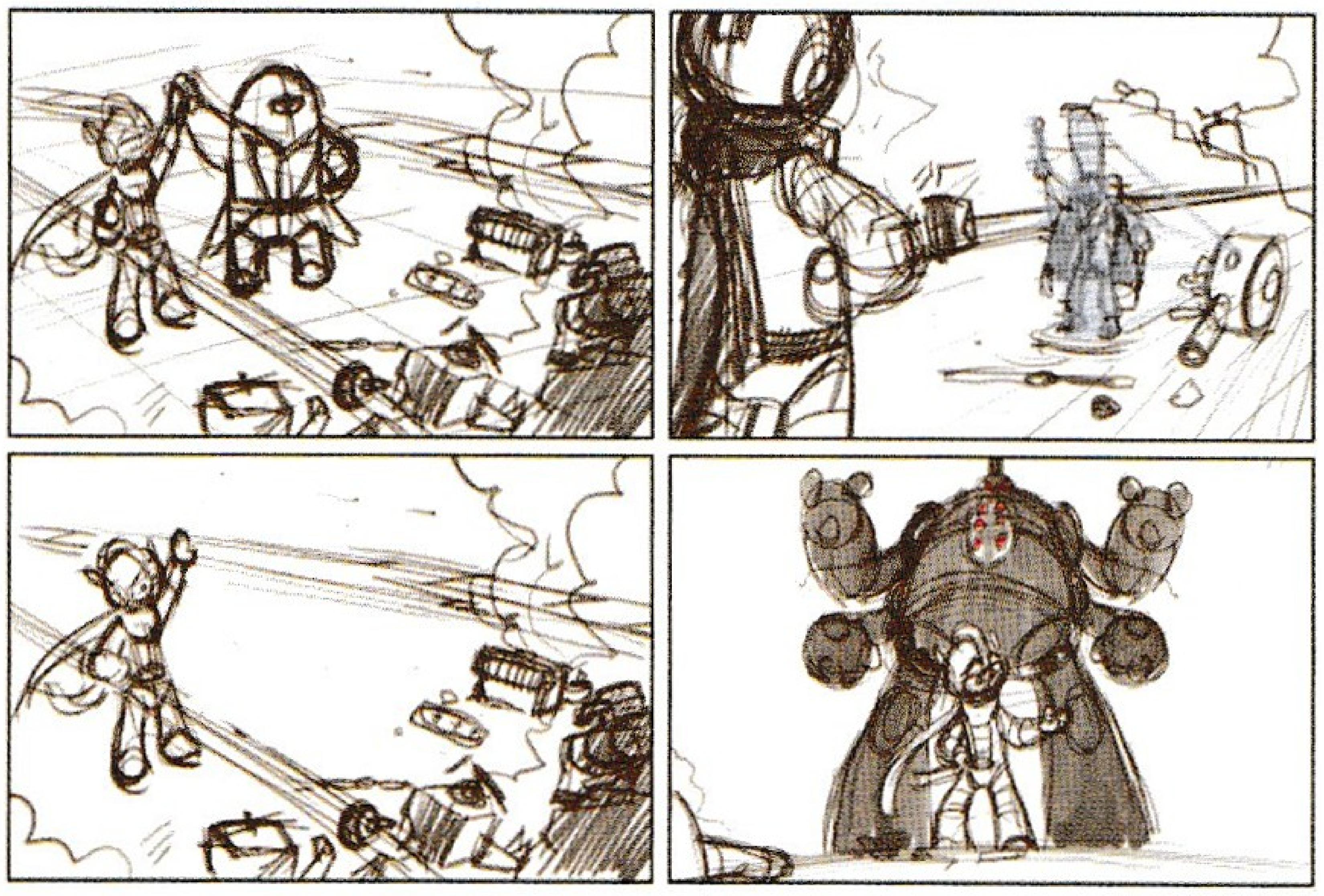
#012: MID-BOSS

APRIL 14, 2012

## COMMENTS

**MATT:** The mini hologram is one of the rare times that Bravoman has actually encountered Dr. Bomb in the series, which is kind of odd considering he is our chief villain.

**DAX:** This was the first time I got to draw Attack Bomber V9 since the poster art! Obviously a lot of fun was had playing with the scale in panel four.



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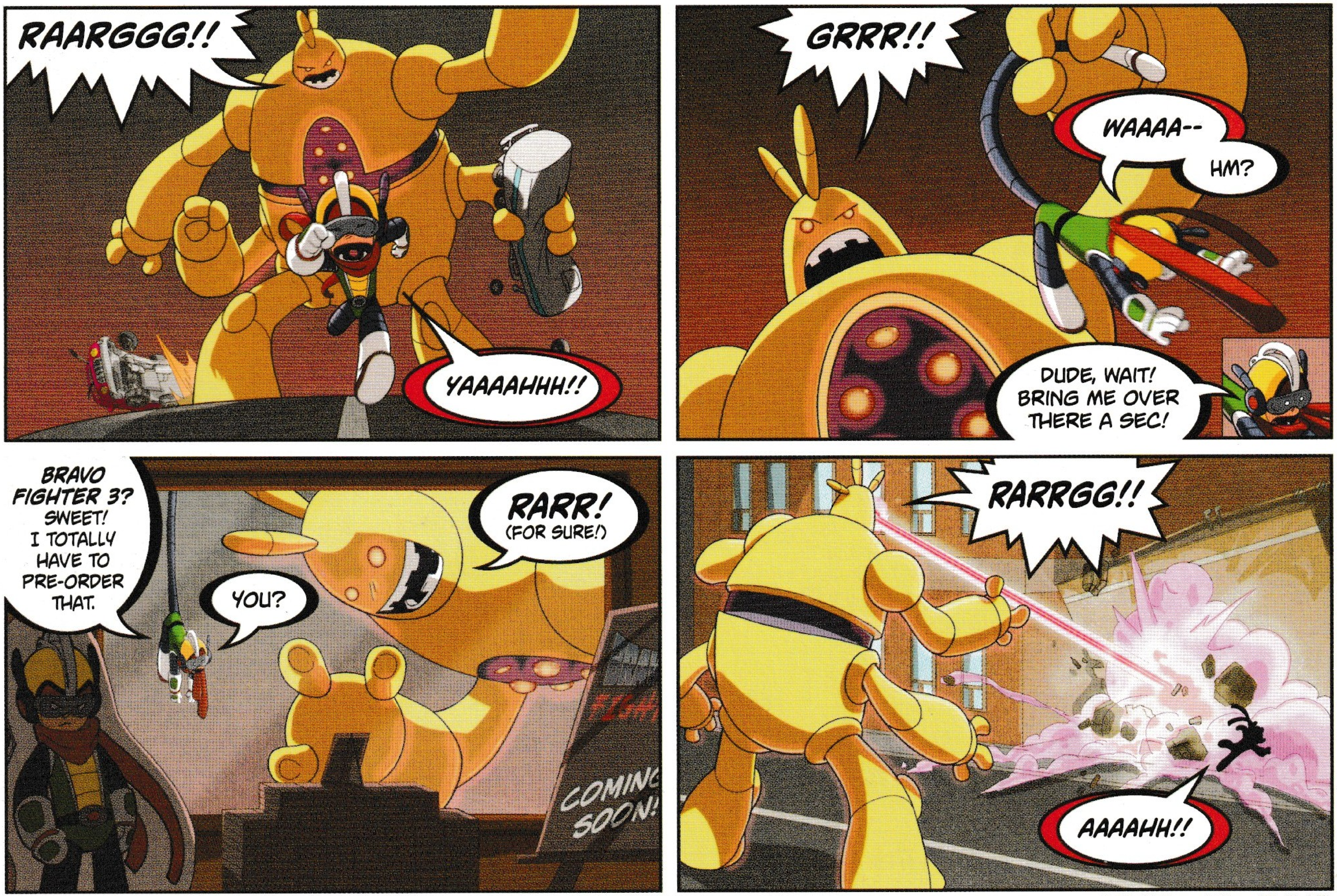

RAARGGG!!
YAAAAHHH!!
GRRR!!
WAAAA--
HM?
DUDE, WAIT! BRING ME OVER THERE A SEC!
BRAVO FIGHTER 3? SWEET! I TOTALLY HAVE TO PRE-ORDER THAT.
YOU?
RARR! (FOR SURE!)
COMING SOON!
RARRGG!!
AAAAHH!!

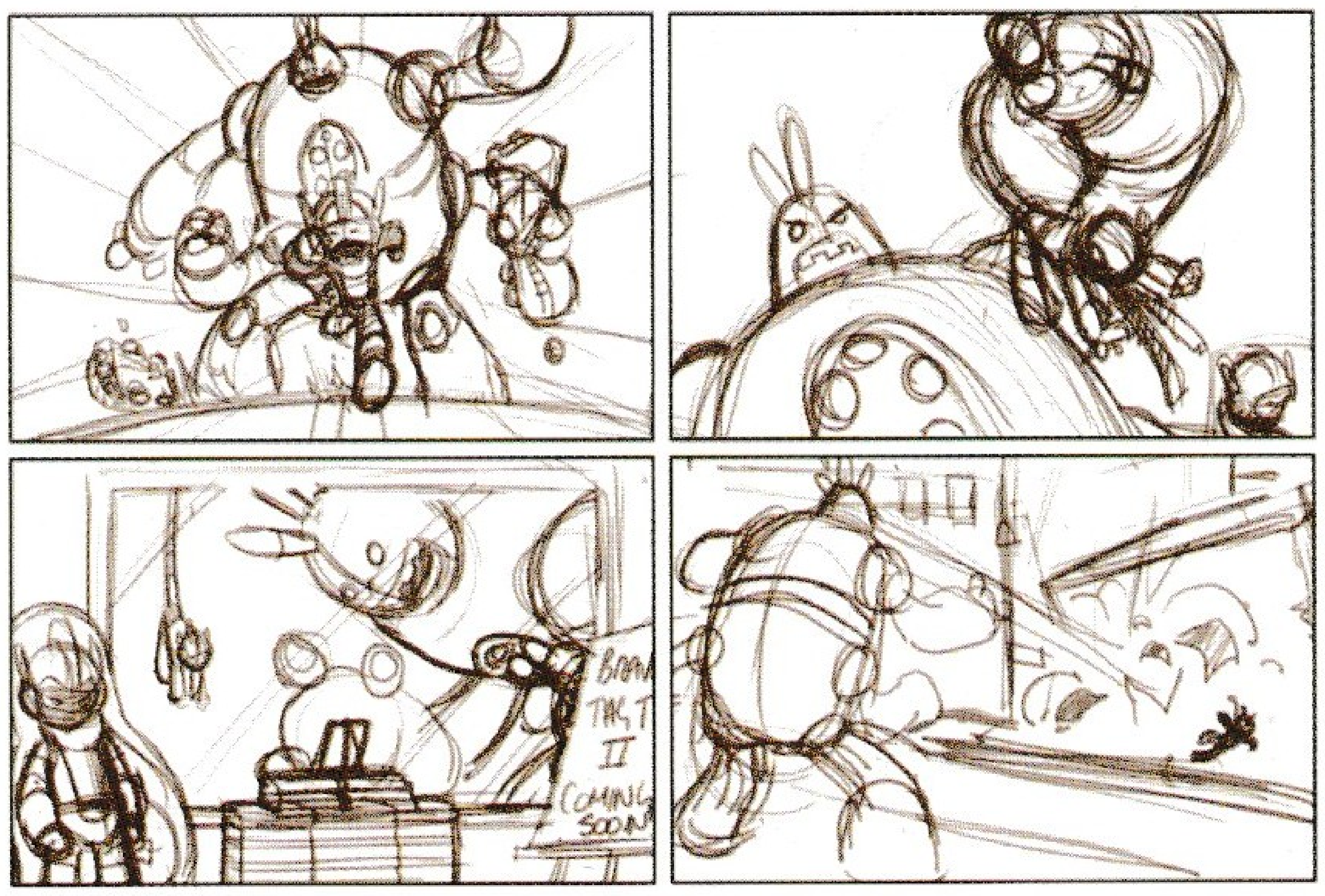
#013: PRODUCT PLACEMENT

APRIL 17, 2012

## COMMENTS

**MATT:** One of my favorite early strips, I still love how well the pacing of this gag worked out. This is also our first hint that Bravoman is self-aware of his own media and merchandising history (both the real and fictional parts).

**DAX:** Lots of stuff going on here, as it was the first action mini arc of the series. I always enjoy these arcs, as they let me play with some fun angles and posing!



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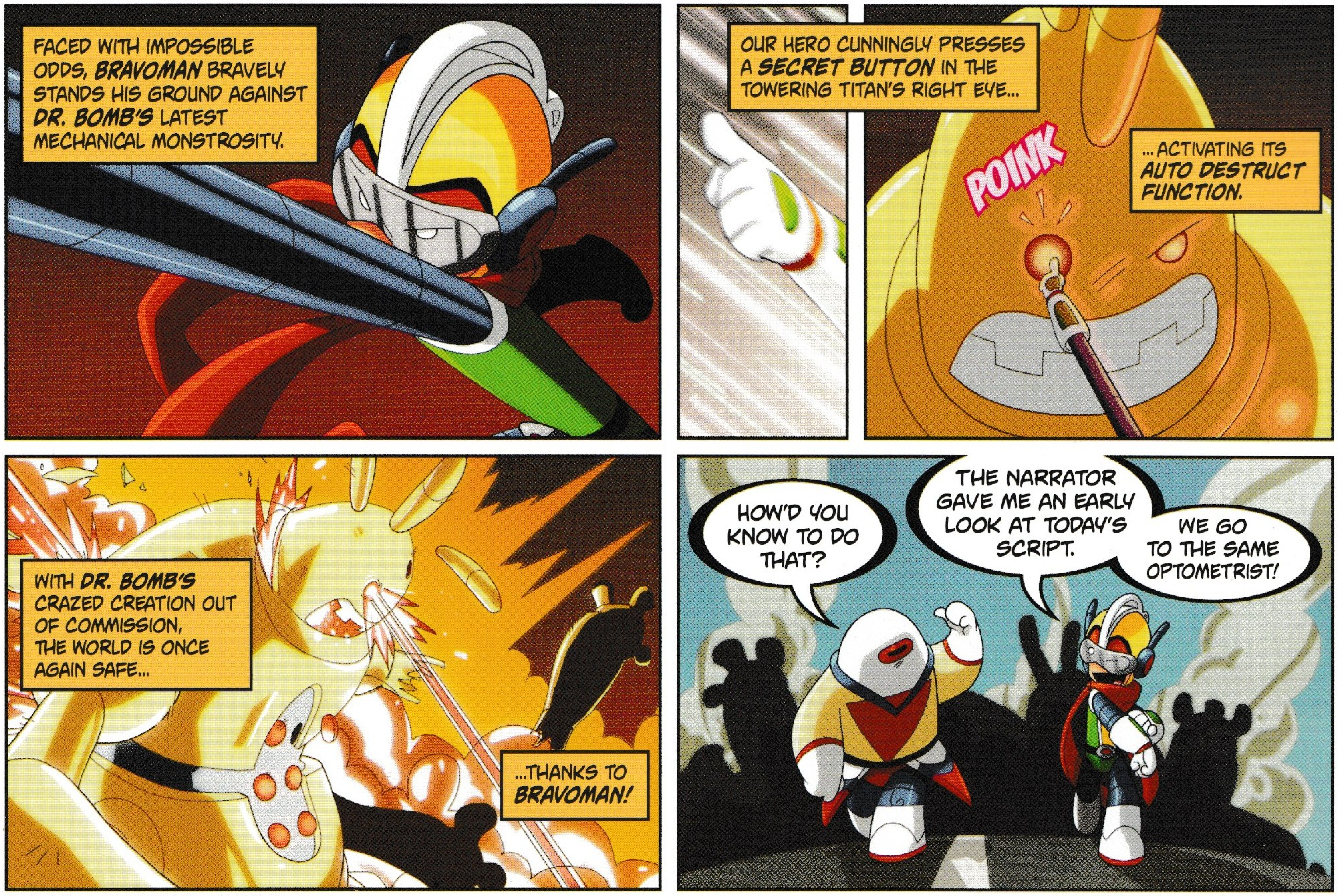

FACED WITH IMPOSSIBLE ODDS, BRAVOMAN BRAVELY STANDS HIS GROUND AGAINST DR. BOMB'S LATEST MECHANICAL MONSTROSITY.
OUR HERO CUNNINGLY PRESSES A SECRET BUTTON IN THE TOWERING TITAN'S RIGHT EYE...
POINK
...ACTIVATING ITS AUTO DESTRUCT FUNCTION.
WITH DR. BOMB'S CRAZED CREATION OUT OF COMMISSION, THE WORLD IS ONCE AGAIN SAFE...
...THANKS TO BRAVOMAN!
HOW'D YOU KNOW TO DO THAT?
THE NARRATOR GAVE ME AN EARLY LOOK AT TODAY'S SCRIPT.
WE GO TO THE SAME OPTOMETRIST!

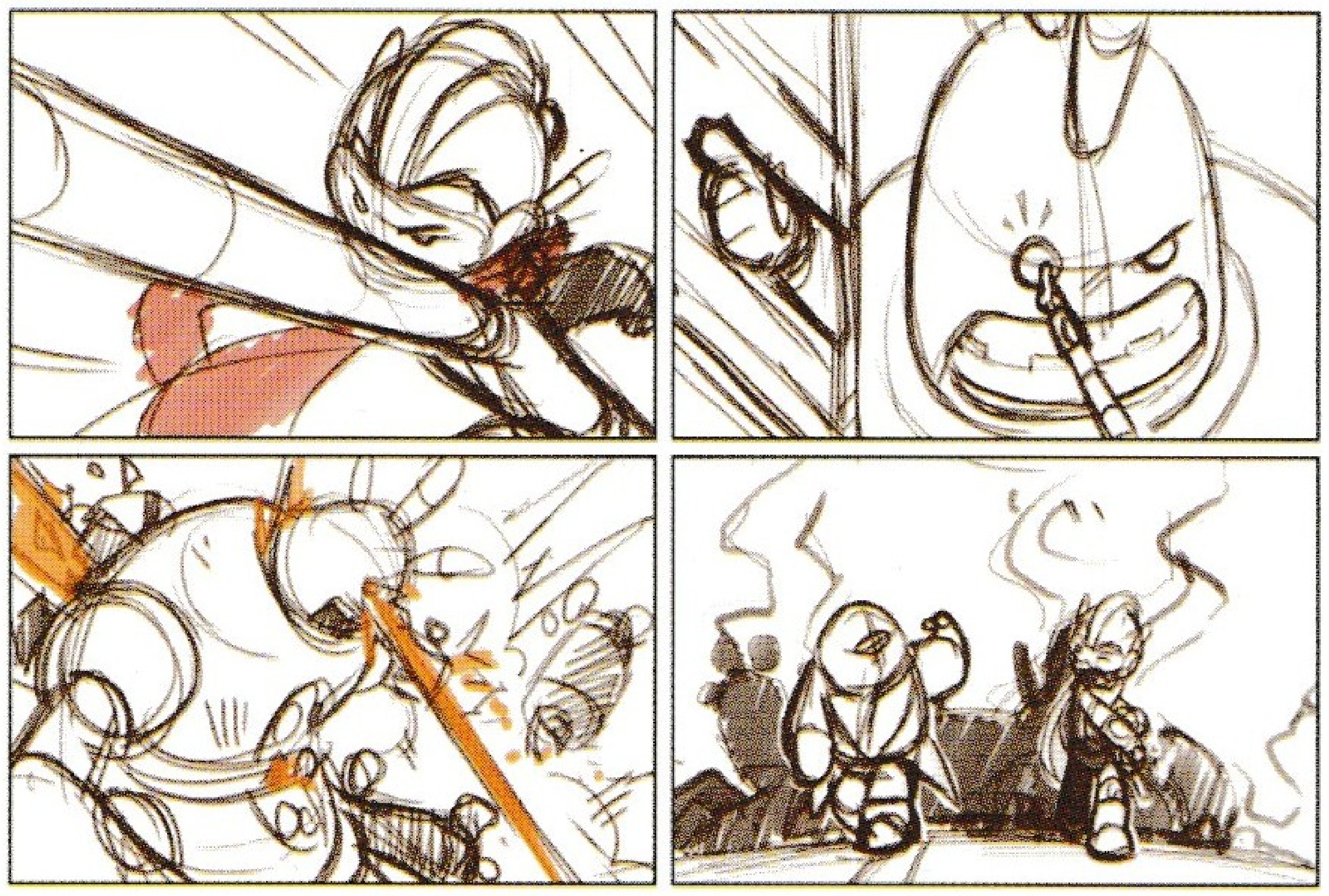
#014: INSIDE INFO

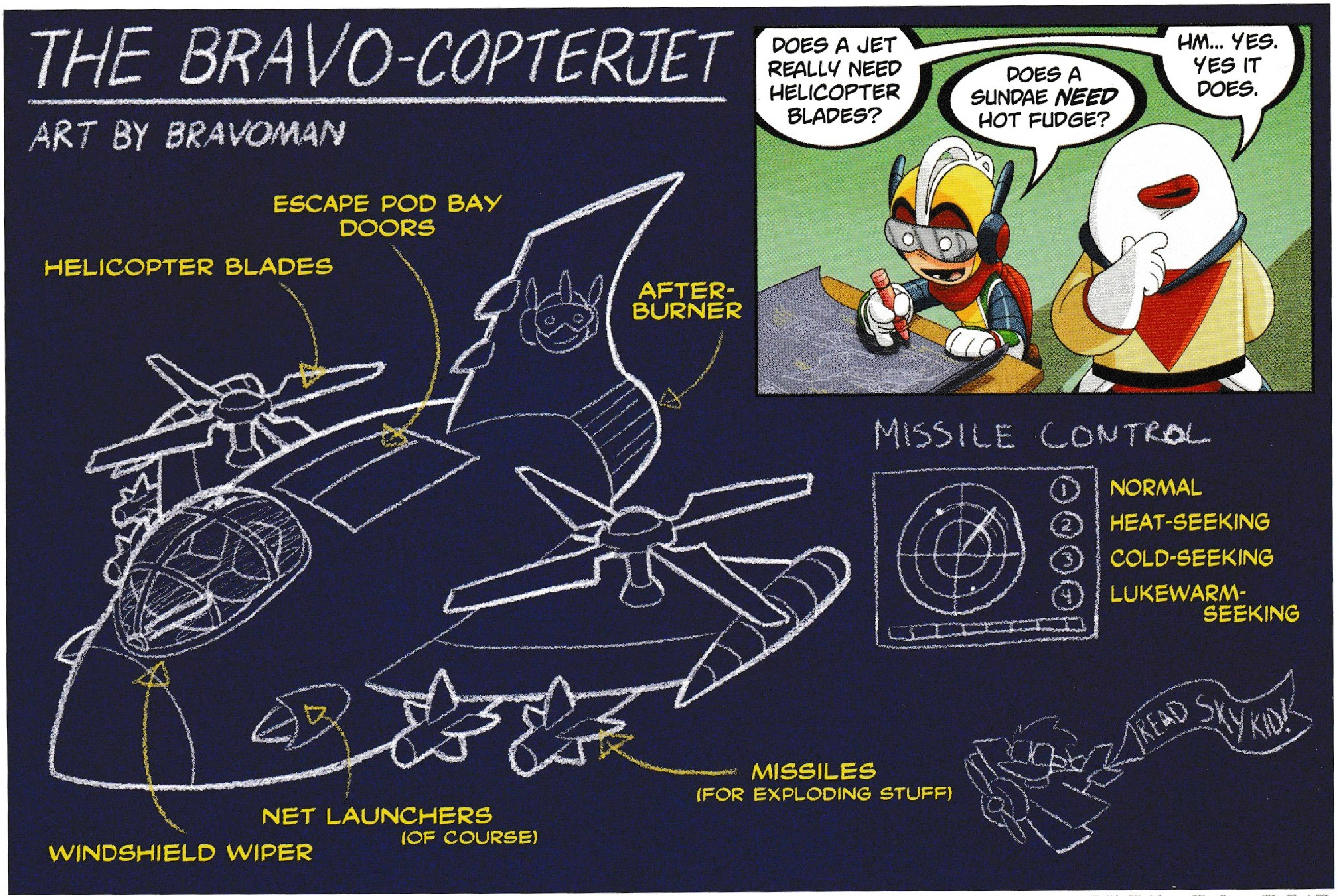
APRIL 21, 2012

## COMMENTS

**MATT:** This is the first time that Bravoman straight up breaks the fourth wall to defeat an enemy, and it really sets the standard for the ongoing tone of the series. My general philosophy is that while many of the characters are self-aware of their fictional existence and the tropes that come with it, Bravoman is the only one who can use that knowledge to manipulate events.

**DAX:** Definitely getting to pay homage to my love of anime here. Whenever I draw action stuff, it is heavily influenced by it. You will notice this more in later strips.


ROUGH LAYOUT


THE BRAVO-COPTERJET
ART BY BRAVOMAN
DOES A JET REALLY NEED HELICOPTER BLADES?
DOES A SUNDAE *NEED* HOT FUDGE?
HM... YES. YES IT DOES.
ESCAPE POD BAY DOORS
HELICOPTER BLADES
AFTER-BURNER
MISSILE CONTROL
① NORMAL
② HEAT-SEEKING
③ COLD-SEEKING
④ LUKEWARM-SEEKING
READ SKY KID!
MISSILES (FOR EXPLODING STUFF)
NET LAUNCHERS (OF COURSE)
WINDSHIELD WIPER

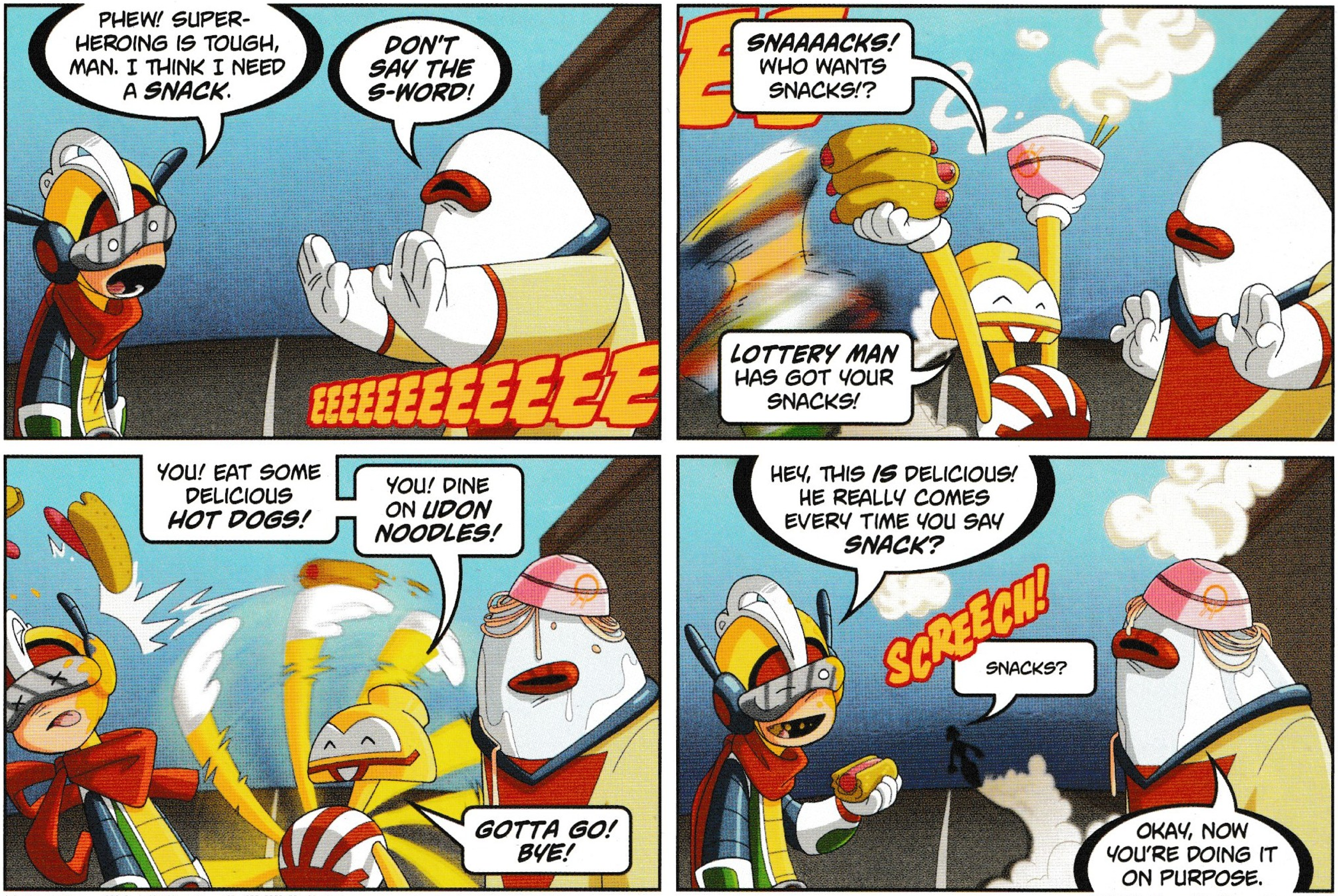
#015: BRAVO-COPTERJET

APRIL 24, 2012

## COMMENTS

**MATT:** Went through a lot of names for this one; helijet, hoverplane, jetcopter... Honestly, I think I chose ***copterjet*** because it was the most awkward. The little doodle in the bottom-right corner is a reference to *Sky Kid*, the second webcomic series that UDON produced as part of the initial ShiftyLook website launch.

**DAX:** I want one.


PHEW! SUPER-HEROING IS TOUGH, MAN. I THINK I NEED A SNACK.
DON'T SAY THE S-WORD!
EEEEEEEEEEEE
SNAAAACKS! WHO WANTS SNACKS!?
LOTTERY MAN HAS GOT YOUR SNACKS!
YOU! EAT SOME DELICIOUS HOT DOGS!
YOU! DINE ON UDON NOODLES!
GOTTA GO! BYE!
HEY, THIS IS DELICIOUS! HE REALLY COMES EVERY TIME YOU SAY SNACK?
SCREECH!
SNACKS?
OKAY, NOW YOU'RE DOING IT ON PURPOSE.

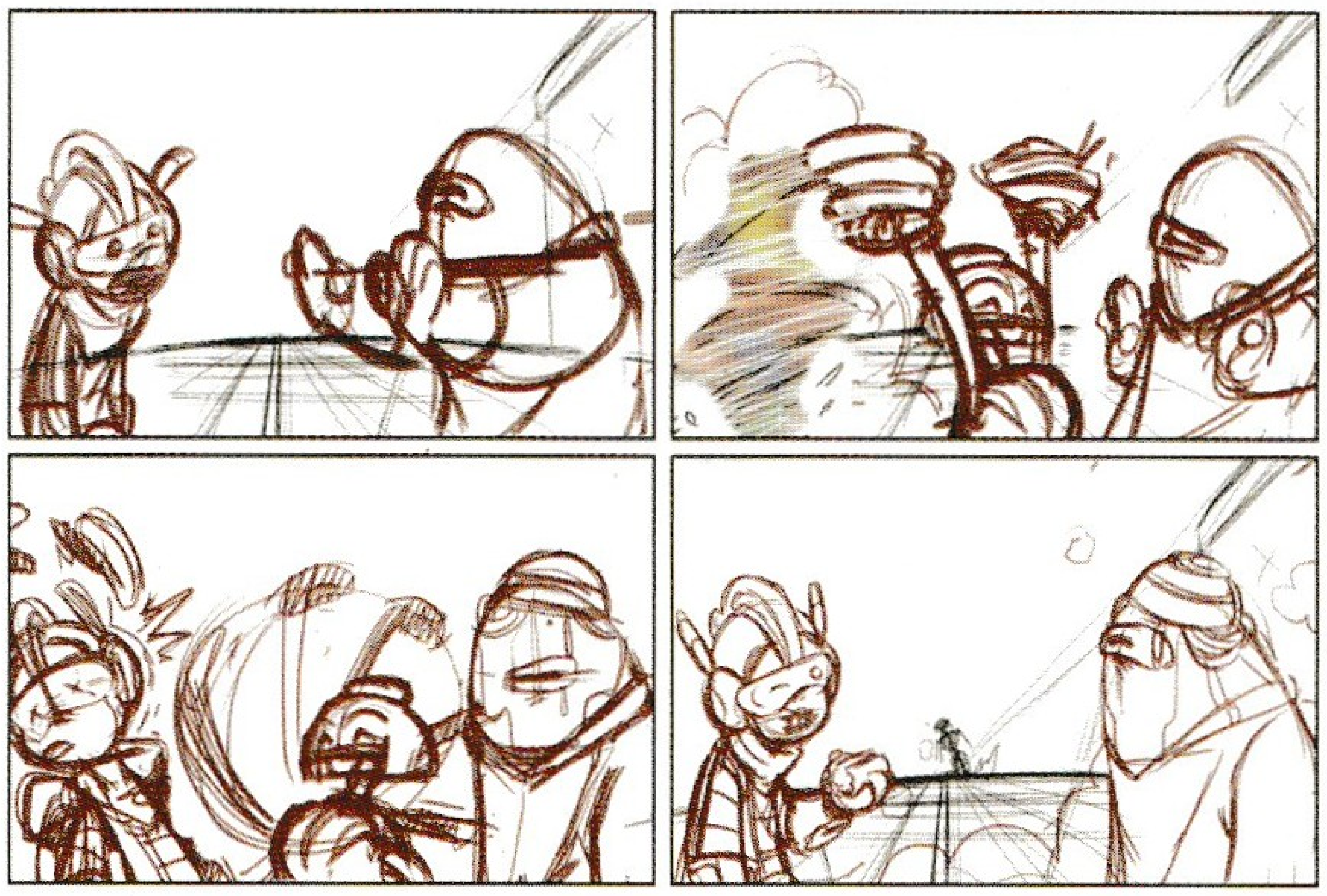
#016: SNACK ATTACK

APRIL 28, 2012

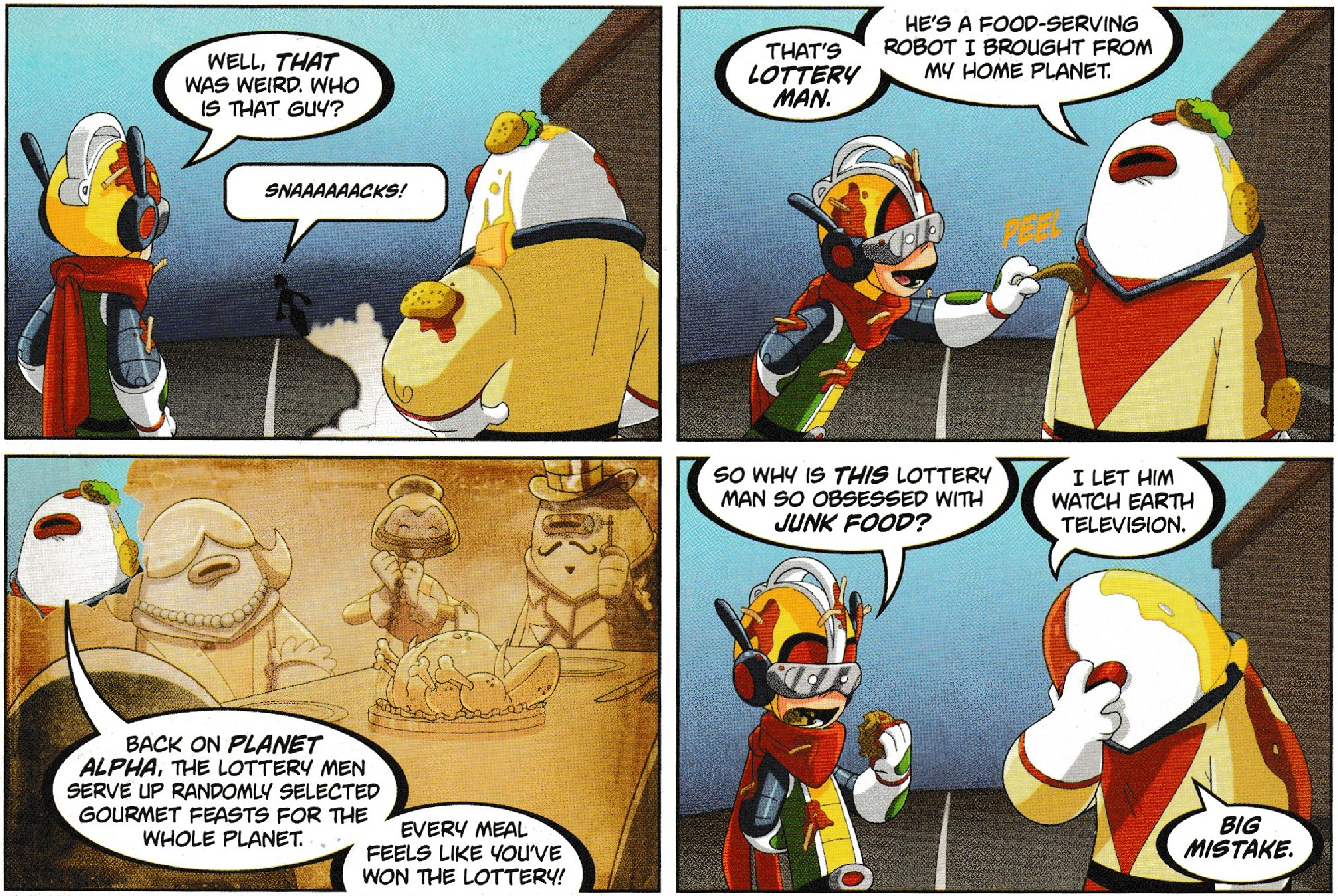
## COMMENTS

**MATT:** Lottery Man is Bravoman's second sidekick from the original game, in which he is a helper who provides Bravoman with food that replenishes his energy meter. In our version, Lottery Man is an imperfectly functioning food service robot who is obsessed with snacks. He's also the only character who is able to get under Alpha's skin. Every character needs to be taken down a peg once in a while. *laughs*

**DAX:** Lottery Man! SNACKS!!! I enjoyed drawing Alpha deadpanning the camera in this one because it's the first time he hasn't been all too impressed with someone or something in the series. Generally he is super positive and upbeat. Not with Lottery Man, though. *laughs*



ROUGH LAYOUT


WELL, THAT WAS WEIRD. WHO IS THAT GUY?
SNAAAAAAACKS!
THAT'S LOTTERY MAN.
HE'S A FOOD-SERVING ROBOT I BROUGHT FROM MY HOME PLANET.
PEEL
BACK ON PLANET ALPHA, THE LOTTERY MEN SERVE UP RANDOMLY SELECTED GOURMET FEASTS FOR THE WHOLE PLANET.
EVERY MEAL FEELS LIKE YOU'VE WON THE LOTTERY!
SO WHY IS THIS LOTTERY MAN SO OBSESSED WITH JUNK FOOD?
I LET HIM WATCH EARTH TELEVISION.
BIG MISTAKE.

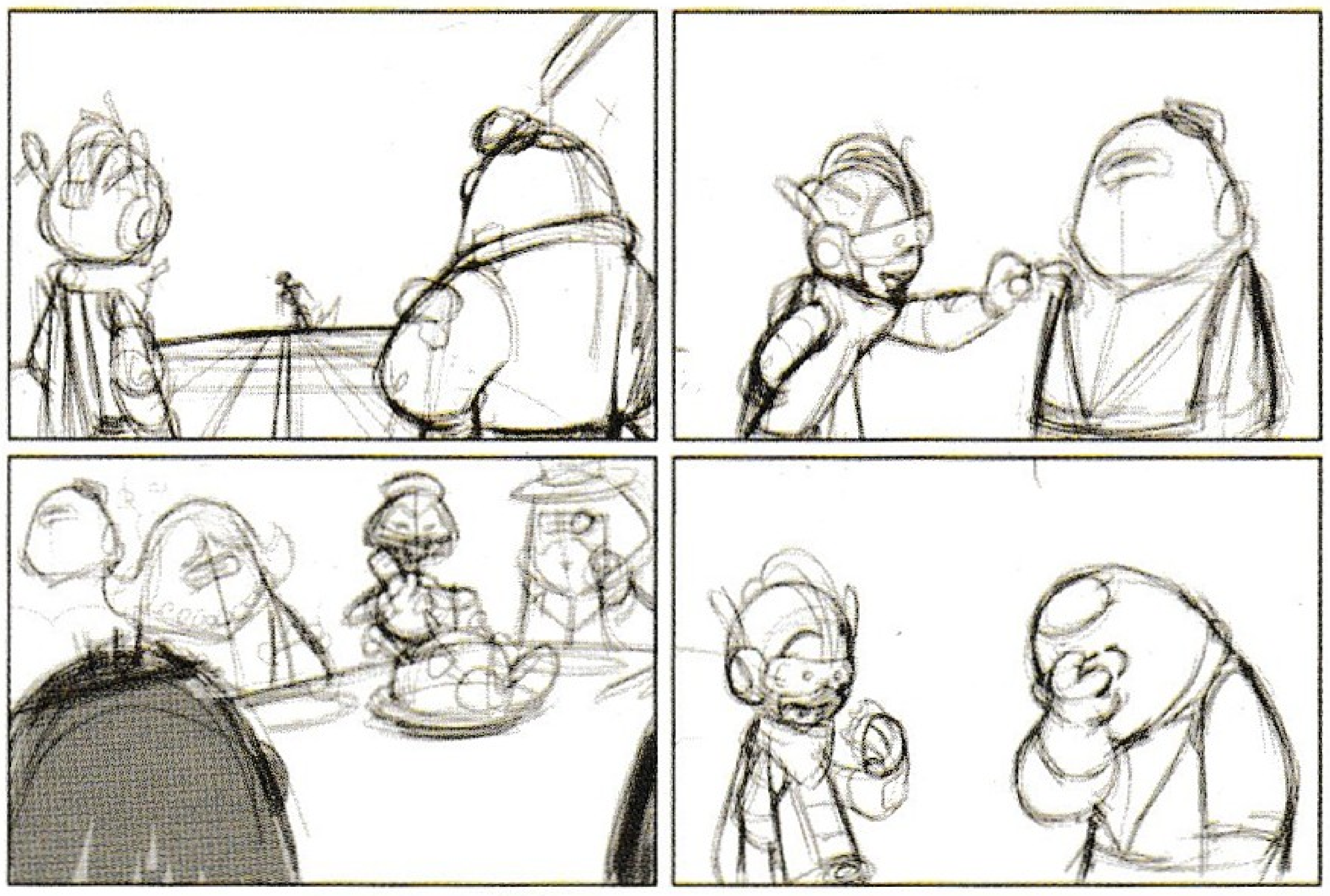
#017: ALL ABOUT LOTTERY MAN

MAY 01, 2012

## COMMENTS

**MATT:** I loved the designs Dax came up with for the random Alphans in the flashback so much that they would eventually return as full-fledged characters. You never know when a one-off gag will provide continuity fodder later on.

**DAX:** Here is another example of something I now look at as #charm and #history. Awww yes, good times. You never stop getting better, kids; remember that and keep drawing!



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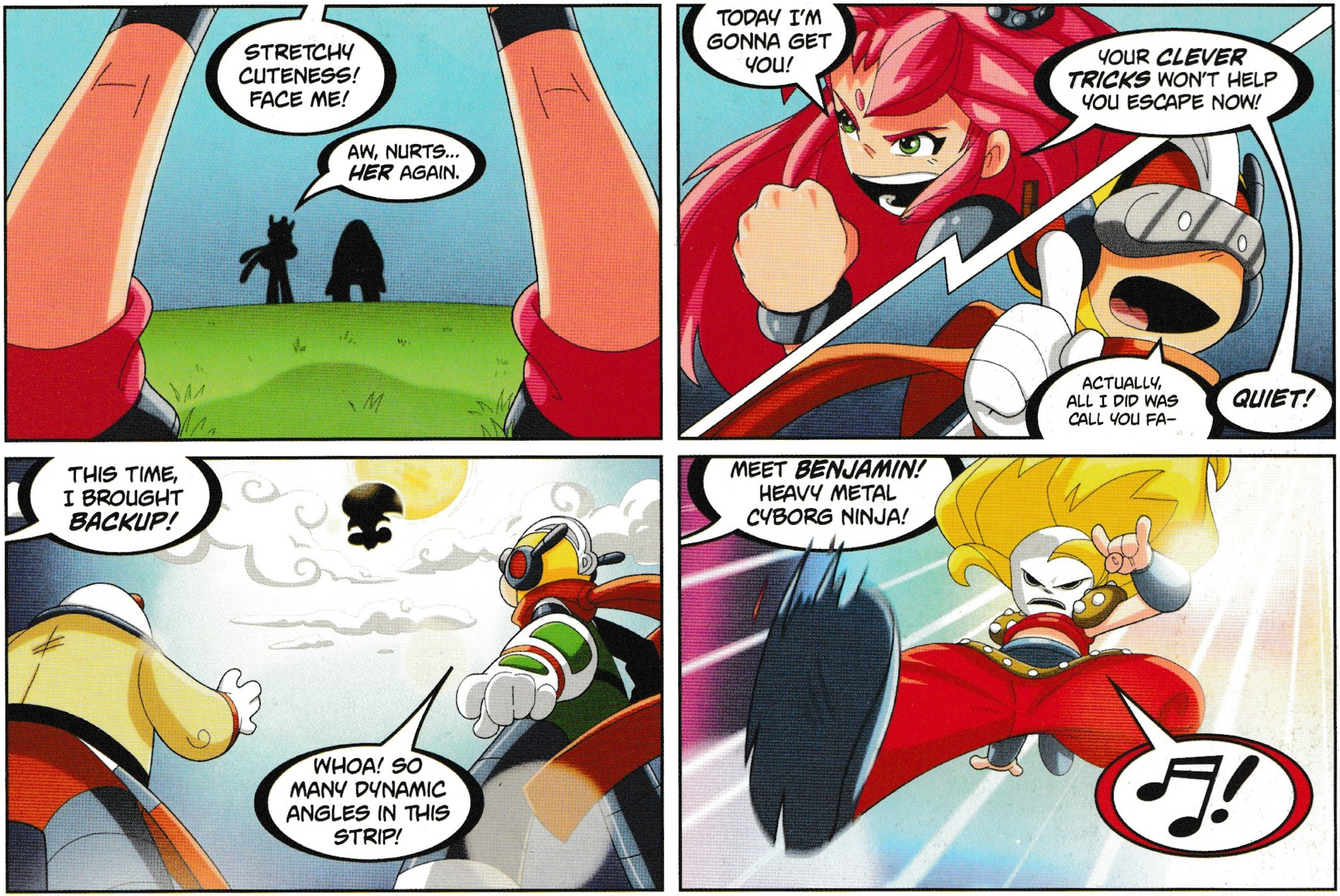

STRETCHY CUTENESS! FACE ME!
AW, NURTS... HER AGAIN.
TODAY I'M GONNA GET YOU!
YOUR CLEVER TRICKS WON'T HELP YOU ESCAPE NOW!
ACTUALLY, ALL I DID WAS CALL YOU FA-
QUIET!
THIS TIME, I BROUGHT BACKUP!
WHOA! SO MANY DYNAMIC ANGLES IN THIS STRIP!
MEET BENJAMIN! HEAVY METAL CYBORG NINJA!
♫!

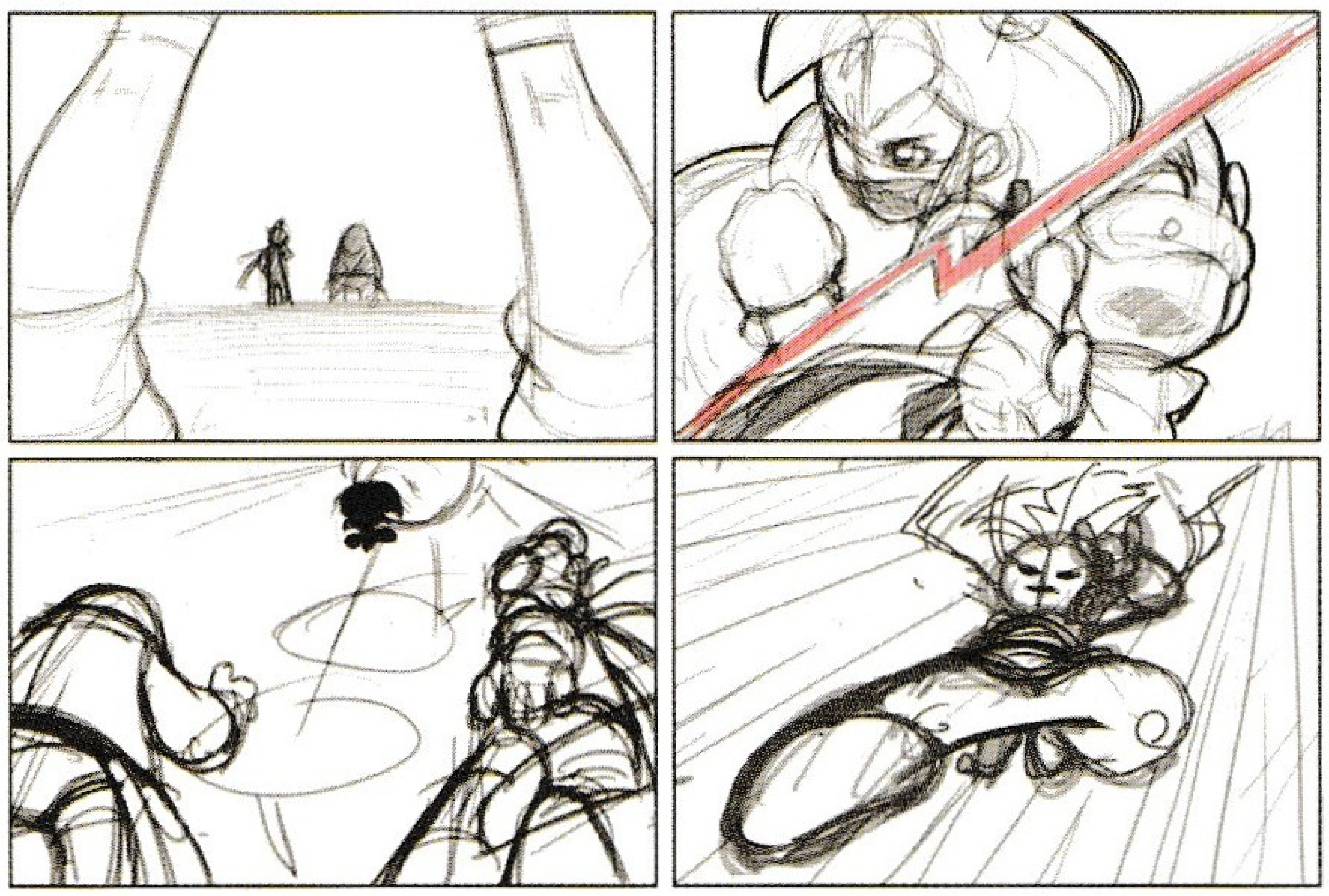
#018: FANCY ANGLES

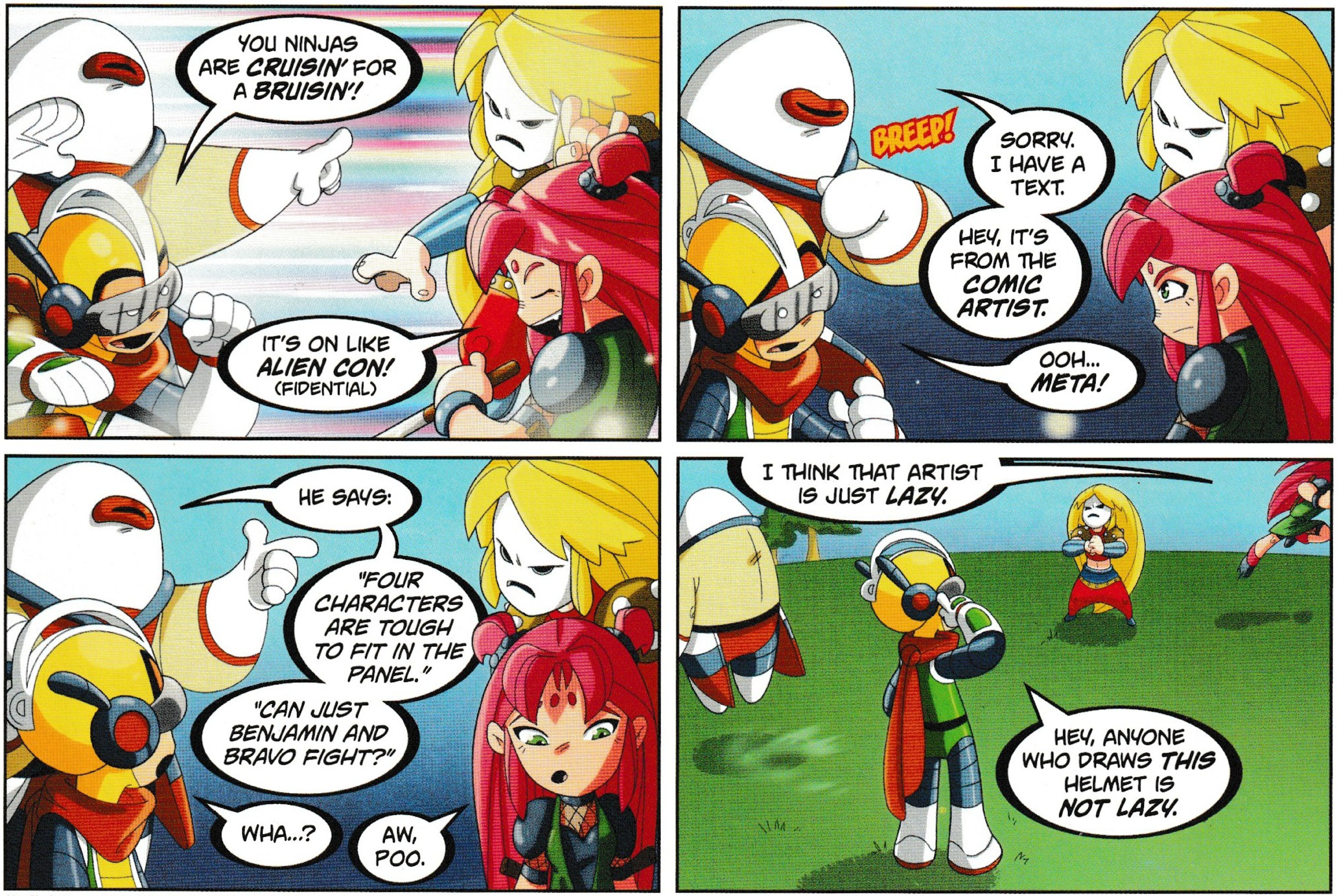
MAY 05, 2012

## COMMENTS

**MATT:** The angle in panel one was something Dax originally wanted to do in Waya Hime's first appearance, but I asked him to change it so we get a clearer view of Waya Hime right away. Glad he got to reuse it here. Also, the speech-impaired cyborg Benjamin joins our cast of baddies!

**DAX:** I've always liked how the angles in this one turned out. Lots of foreshortening, and it took me some time to get it right but I feel for the most part that it was successful.


ROUGH LAYOUT


YOU NINJAS ARE ***CRUISIN'*** FOR A ***BRUISIN'!***
IT'S ON LIKE ***ALIEN CON!*** (FIDENTIAL)
BREEP!
SORRY. I HAVE A TEXT.
HEY, IT'S FROM THE ***COMIC ARTIST.***
OOH... ***META!***
HE SAYS:
"FOUR CHARACTERS ARE TOUGH TO FIT IN THE PANEL."
"CAN JUST BENJAMIN AND BRAVO FIGHT?"
WHA...?
AW, POO.
I THINK THAT ARTIST IS JUST ***LAZY.***
HEY, ANYONE WHO DRAWS ***THIS*** HELMET IS ***NOT LAZY.***

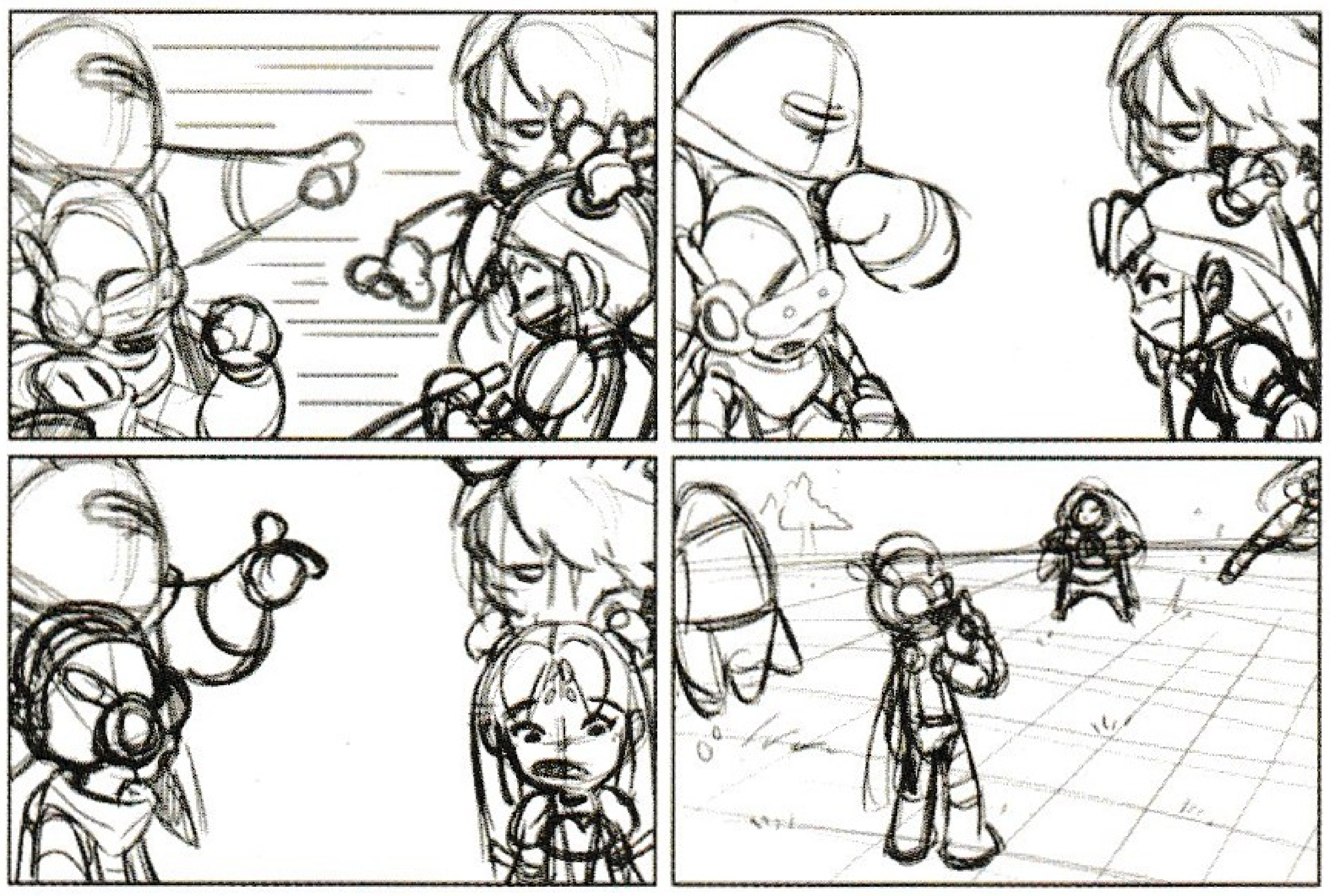
#019: HIGHER POWER

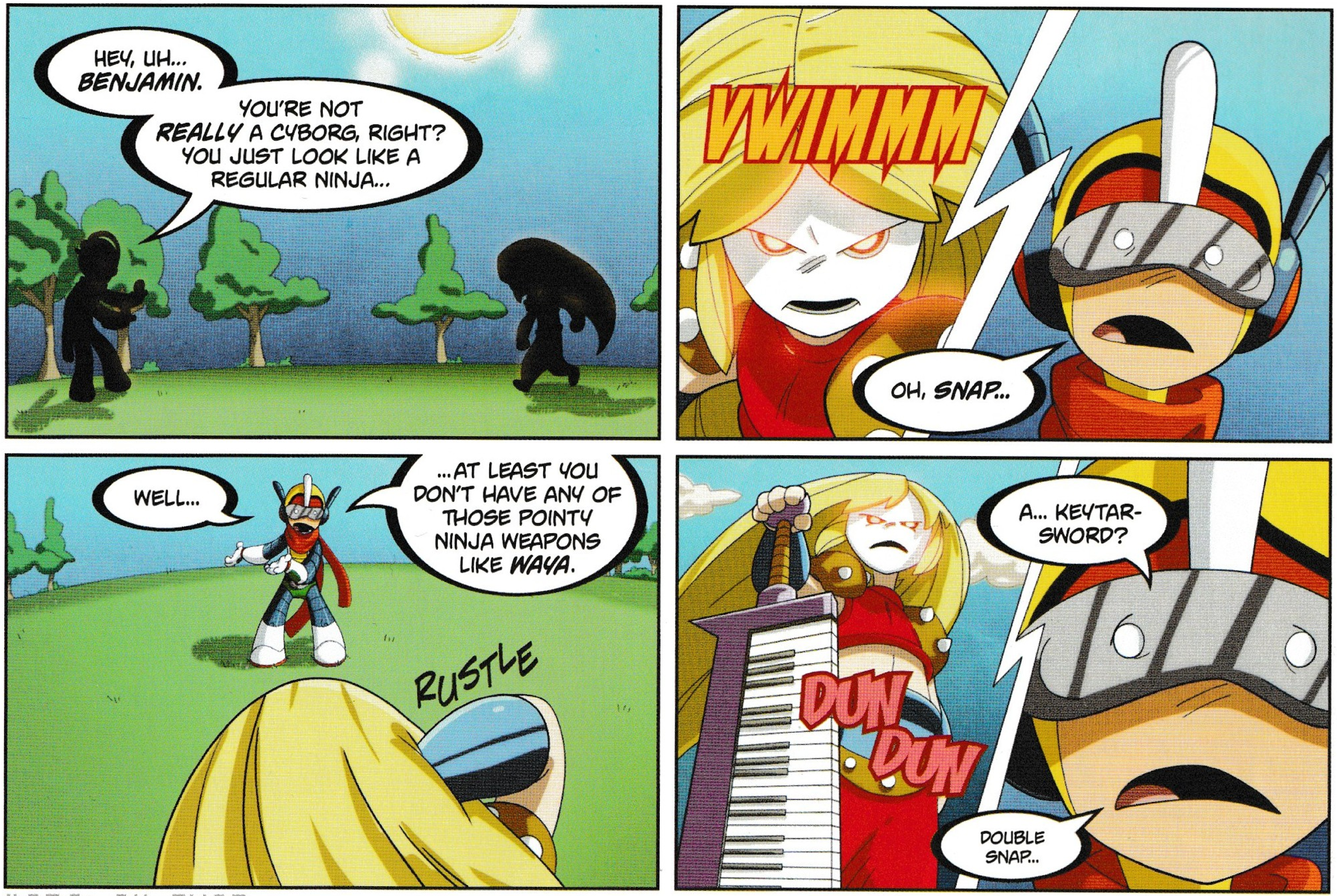
MAY 08, 2012

## COMMENTS

**MATT:** Whoa, man! Mentioning that your meta elements are meta? That's ULTRA META.

**DAX:** Ah yes, my first official shout-out in the series! *laughs* That's right Bravo, preach brother!


ROUGH LAYOUT


HEY, UH... BENJAMIN.
YOU'RE NOT REALLY A CYBORG, RIGHT? YOU JUST LOOK LIKE A REGULAR NINJA...
VWIMMM
OH, SNAP...
WELL...
...AT LEAST YOU DON'T HAVE ANY OF THOSE POINTY NINJA WEAPONS LIKE WAYA.
RUSTLE
A... KEYTAR-SWORD?
DUN DUN
DOUBLE SNAP...

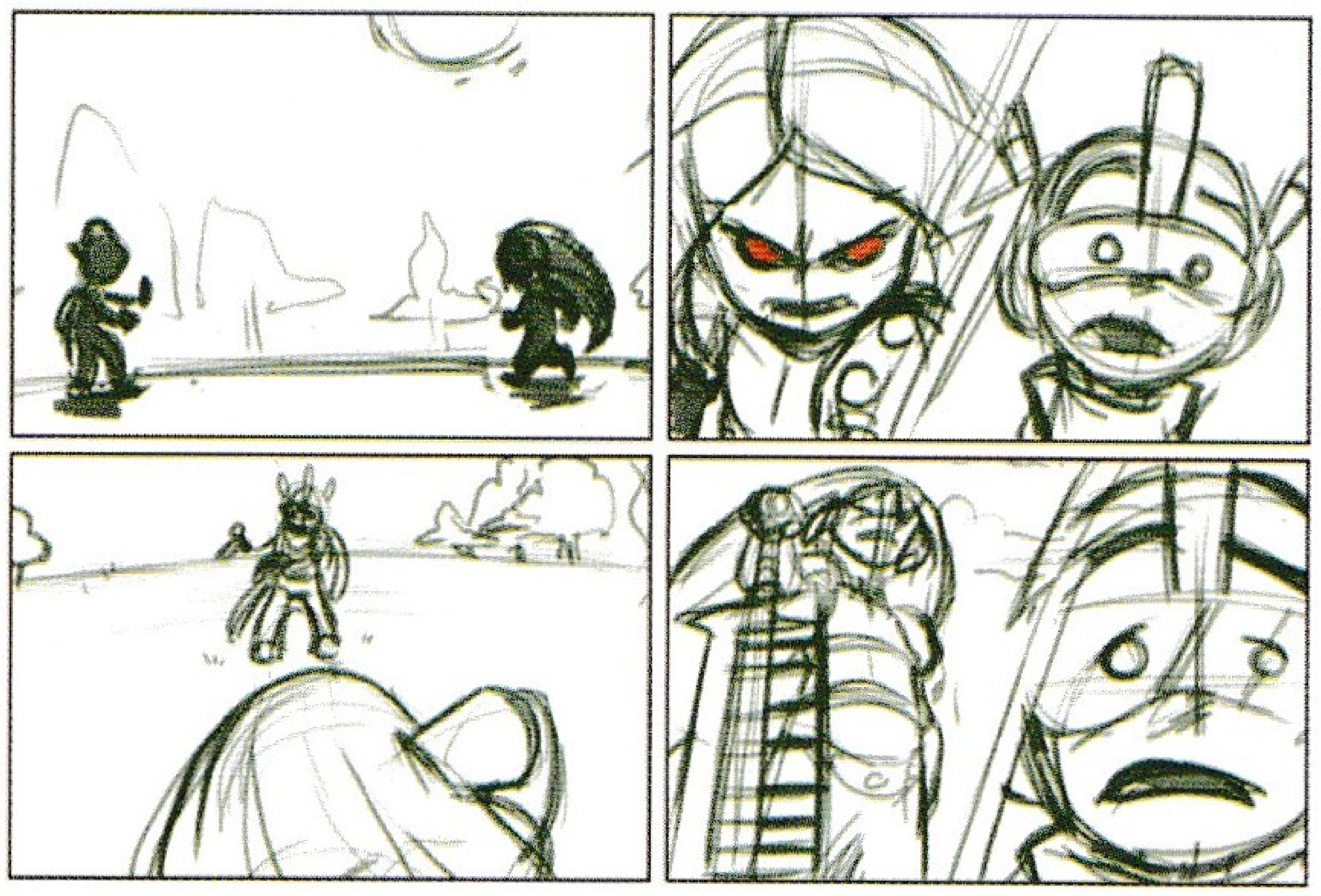
#020: OH SNAP

MAY 12, 2012

## COMMENTS

**MATT:** The script asked Dax to design a guitar-sword for Benjamin. It was Dax's idea that a keytar-sword would be more unique and also fit better with Benjamin's big hair, 1980s metal vibe. Good call, partner!

**DAX:** Love that sword… but it's a lot of lines to draw…



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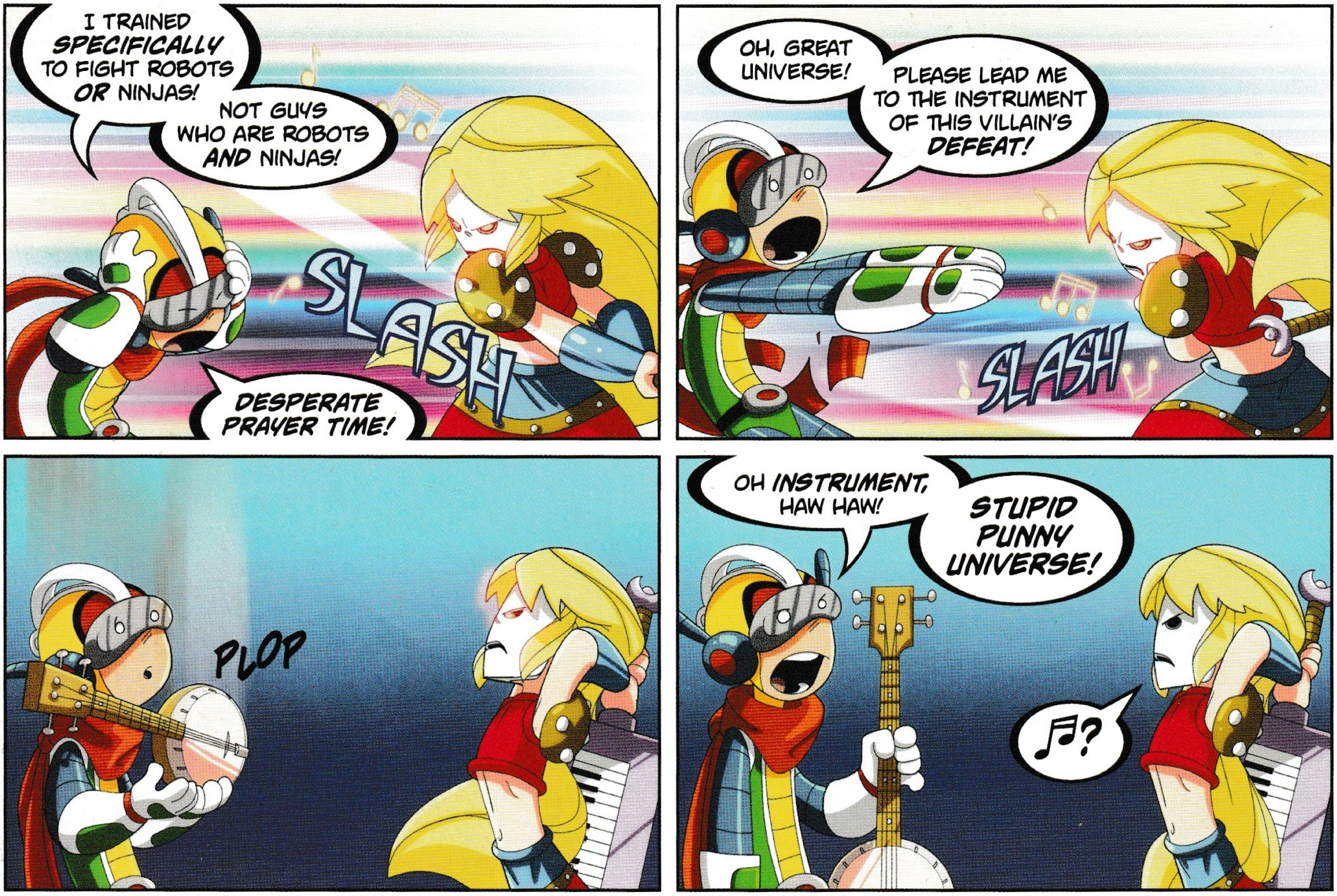

I TRAINED *SPECIFICALLY* TO FIGHT ROBOTS *OR* NINJAS!
NOT GUYS WHO ARE ROBOTS *AND* NINJAS!
SLASH
DESPERATE PRAYER TIME!
OH, GREAT UNIVERSE!
PLEASE LEAD ME TO THE INSTRUMENT OF THIS VILLAIN'S *DEFEAT!*
SLASH
PLOP
OH *INSTRUMENT,* HAW HAW!
STUPID PUNNY UNIVERSE!
♬?

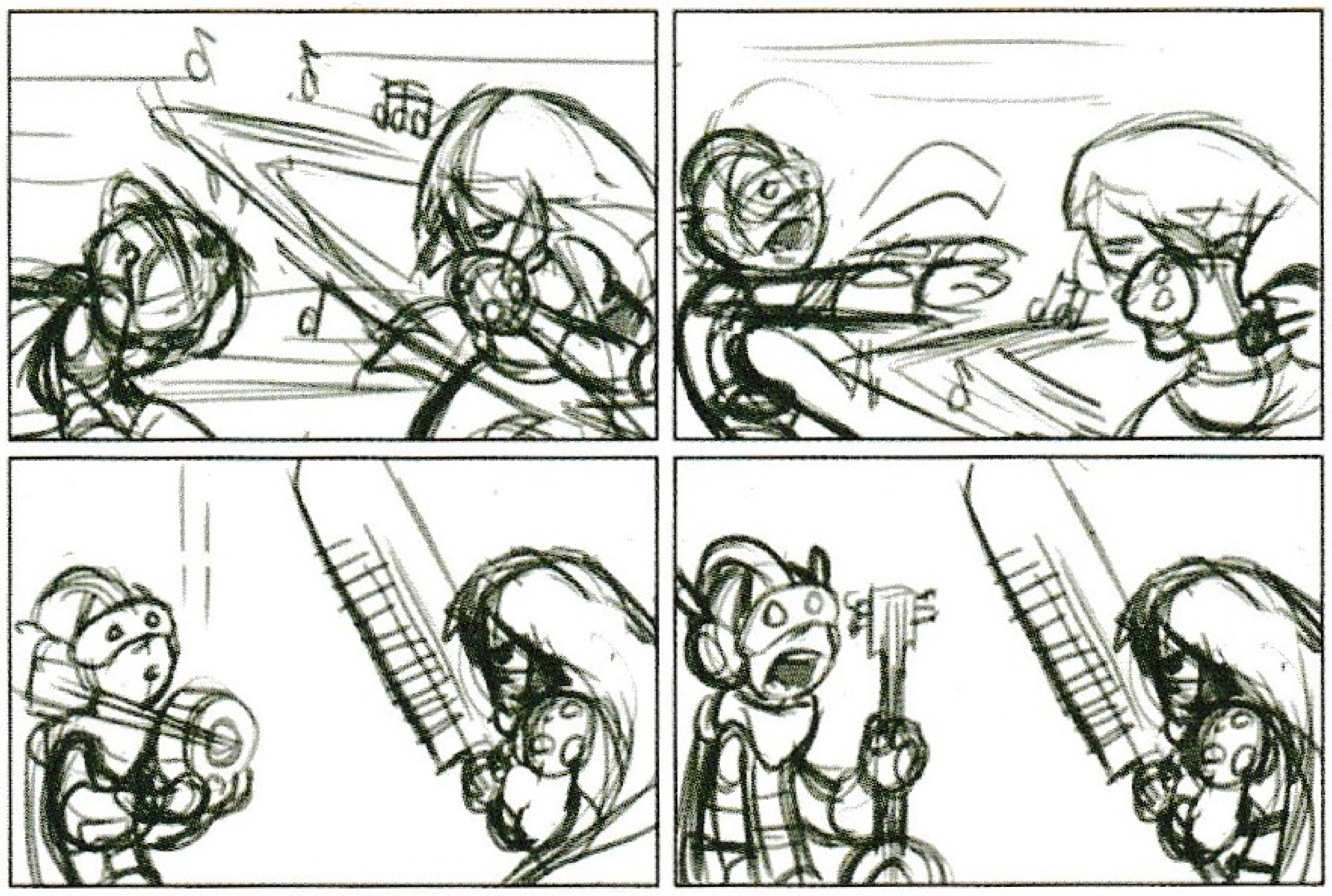
#021: UNIVERSAL HUMOR

MAY 15, 2012

## COMMENTS

**MATT:** I think the ***stupid punny universe*** part is me berating my own cheesy joke. Don't think something is funny enough? Comment on how unfunny it is!

**DAX:** Why wouldn't a banjo drop from the sky?! #SoBravo



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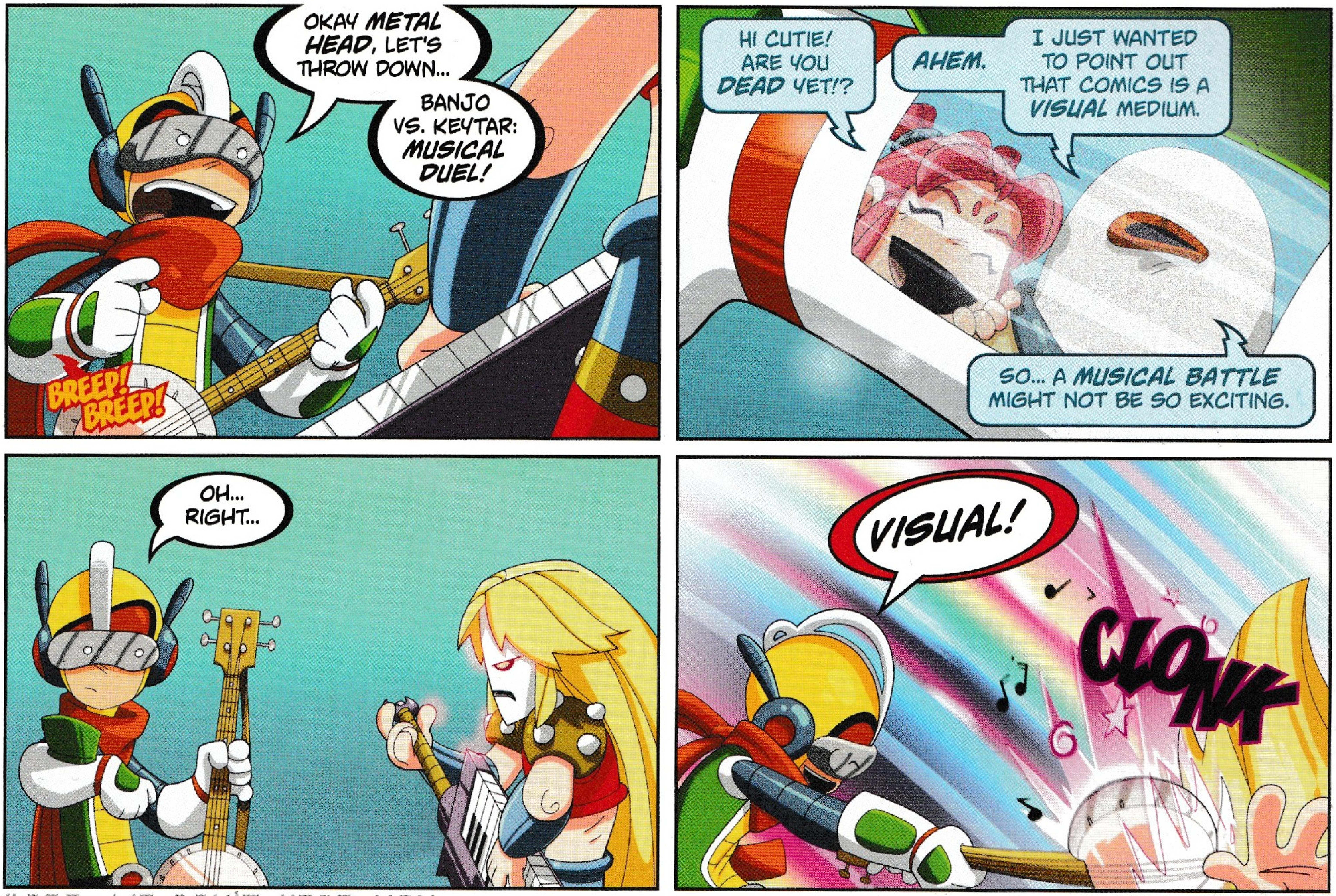

OKAY **METAL HEAD**, LET'S THROW DOWN...
BANJO VS. KEYTAR: **MUSICAL DUEL!**
BREEP! BREEP!
HI CUTIE! ARE YOU **DEAD** YET!?
**AHEM.**
I JUST WANTED TO POINT OUT THAT COMICS IS A **VISUAL** MEDIUM.
SO... A **MUSICAL BATTLE** MIGHT NOT BE SO EXCITING.
OH... RIGHT...
VISUAL!
CLONK

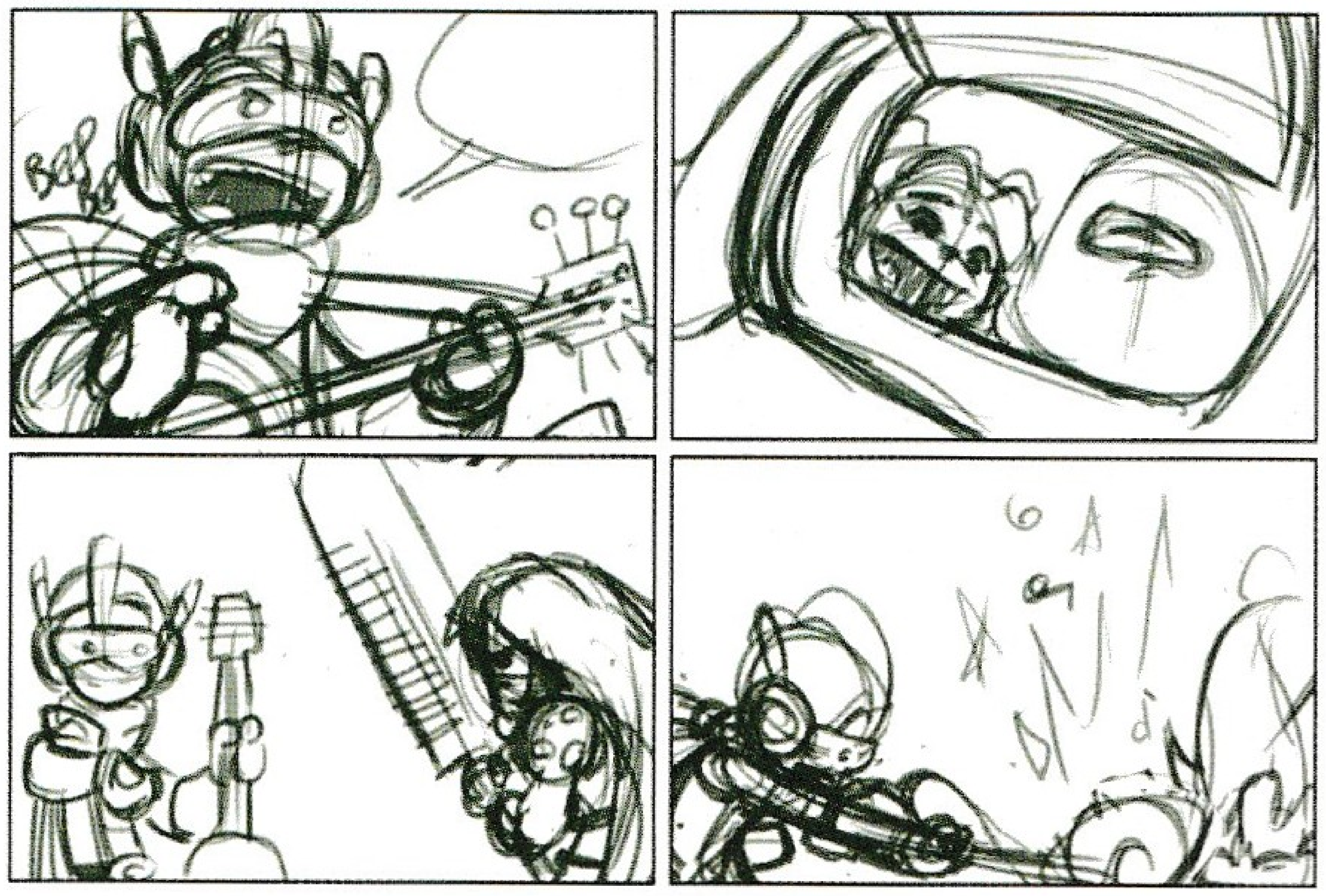
#022: WE CAN'T HEAR YOU

MAY 19, 2012

## COMMENTS

**MATT:** So, not only do the characters understand that they're fictional, they also know what specific medium they exist in. AND they care about quality entertainment; that's always appreciated.

**DAX:** The wrist communicator's first appearance. Well, the first time you get to see what the viewscreen looks like anyway. :P



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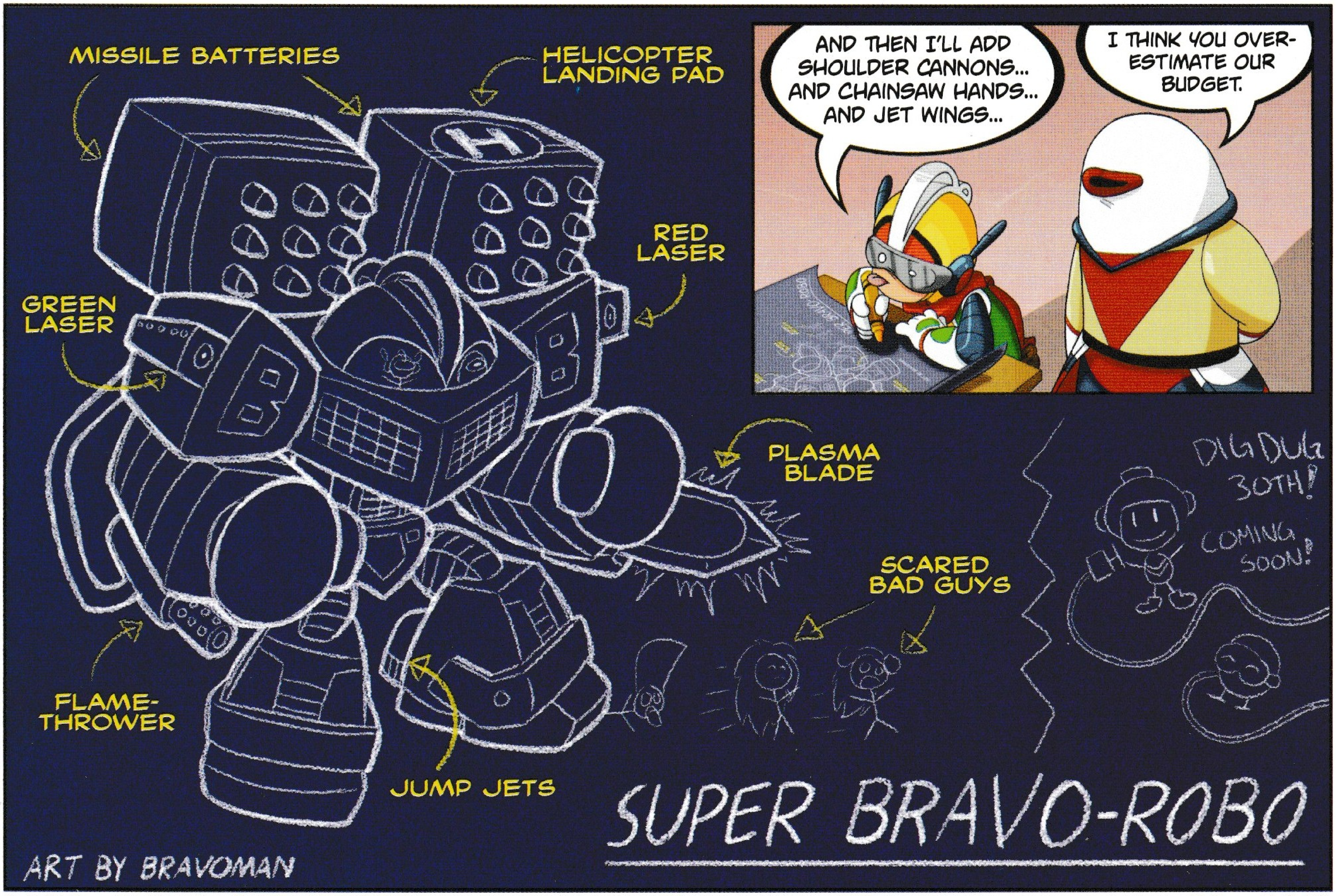
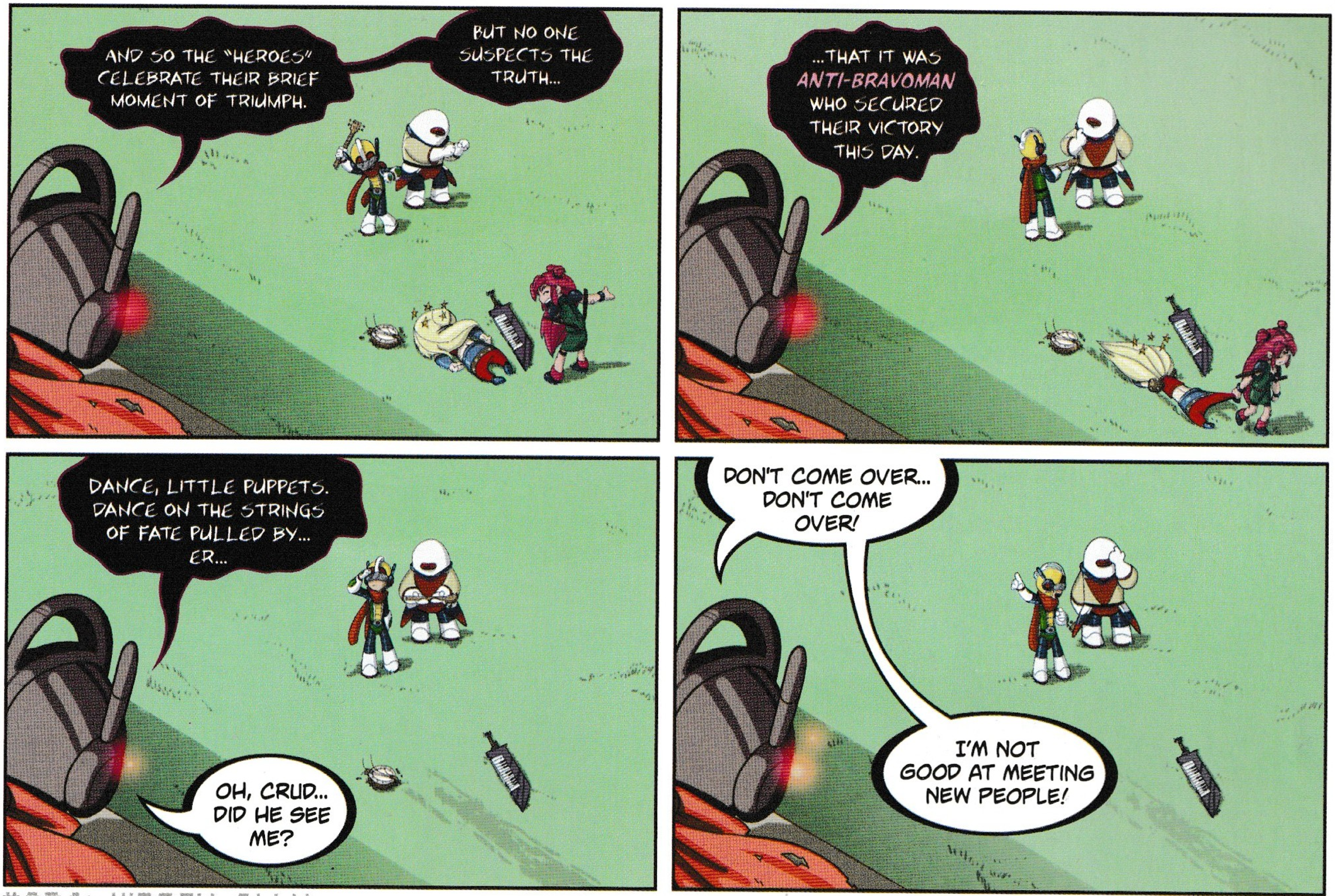

MISSILE BATTERIES
HELICOPTER LANDING PAD
RED LASER
GREEN LASER
PLASMA BLADE
SCARED BAD GUYS
FLAME-THROWER
JUMP JETS
DIG DUG 30TH! COMING SOON!
SUPER BRAVO-ROBO
ART BY BRAVOMAN
AND THEN I'LL ADD SHOULDER CANNONS... AND CHAINSAW HANDS... AND JET WINGS...
I THINK YOU OVER-ESTIMATE OUR BUDGET.

#023: SUPER BRAVO-ROBO MAY 22, 2012

### COMMENTS

**MATT:** Super-deformed robots are what I'm most known for drawing, so I guess this one was inevitable. The green laser is a reference to *Robot Jox,* the best live action fighting robots movie EVER (take THAT *Pacific Rim*).

**DAX:** WANT.


AND SO THE "HEROES" CELEBRATE THEIR BRIEF MOMENT OF TRIUMPH.
BUT NO ONE SUSPECTS THE TRUTH...
...THAT IT WAS ANTI-BRAVOMAN WHO SECURED THEIR VICTORY THIS DAY.
DANCE, LITTLE PUPPETS. DANCE ON THE STRINGS OF FATE PULLED BY... ER...
OH, CRUD... DID HE SEE ME?
DON'T COME OVER... DON'T COME OVER!
I'M NOT GOOD AT MEETING NEW PEOPLE!

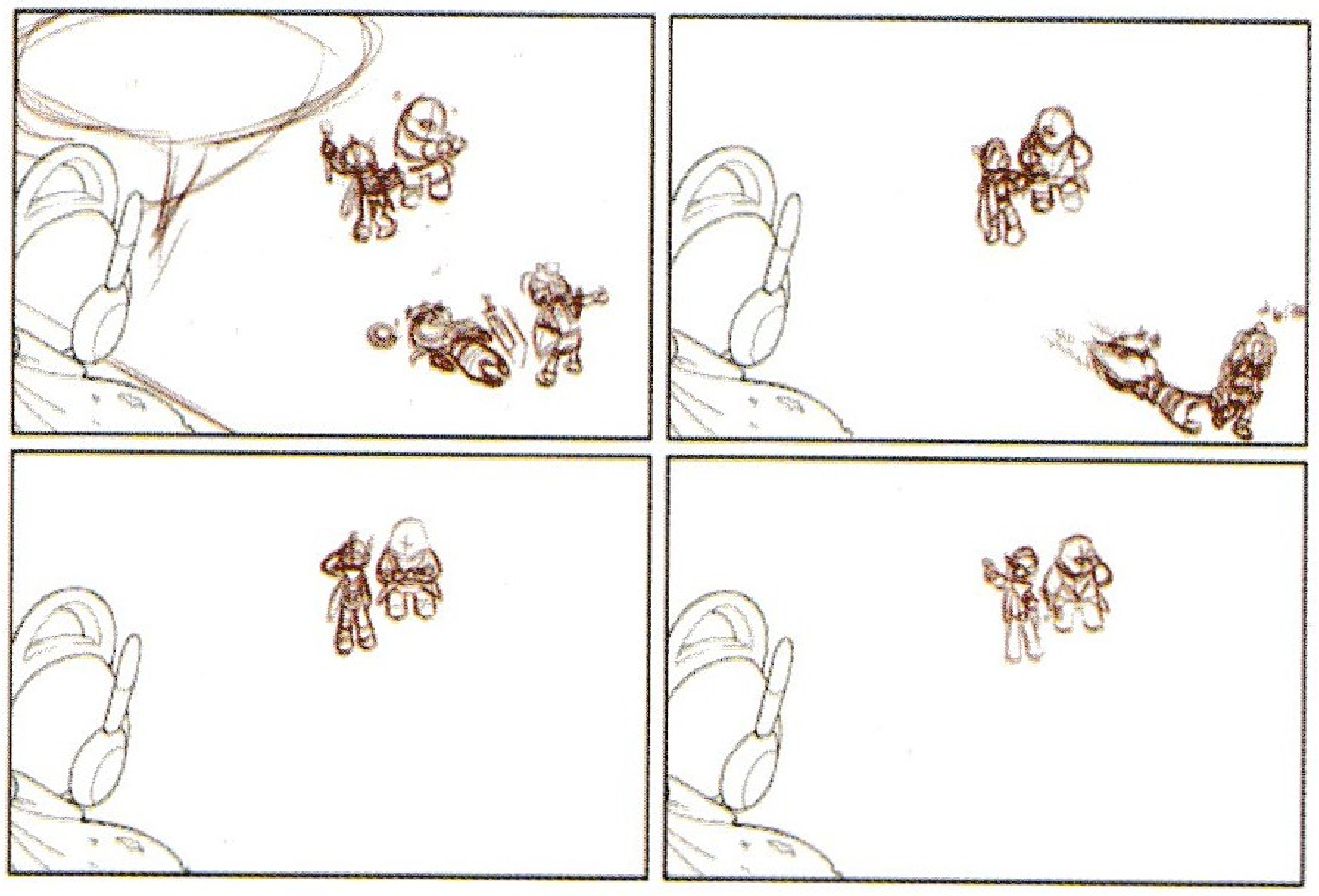
#024: HIDDEN ALLY

MAY 26, 2012

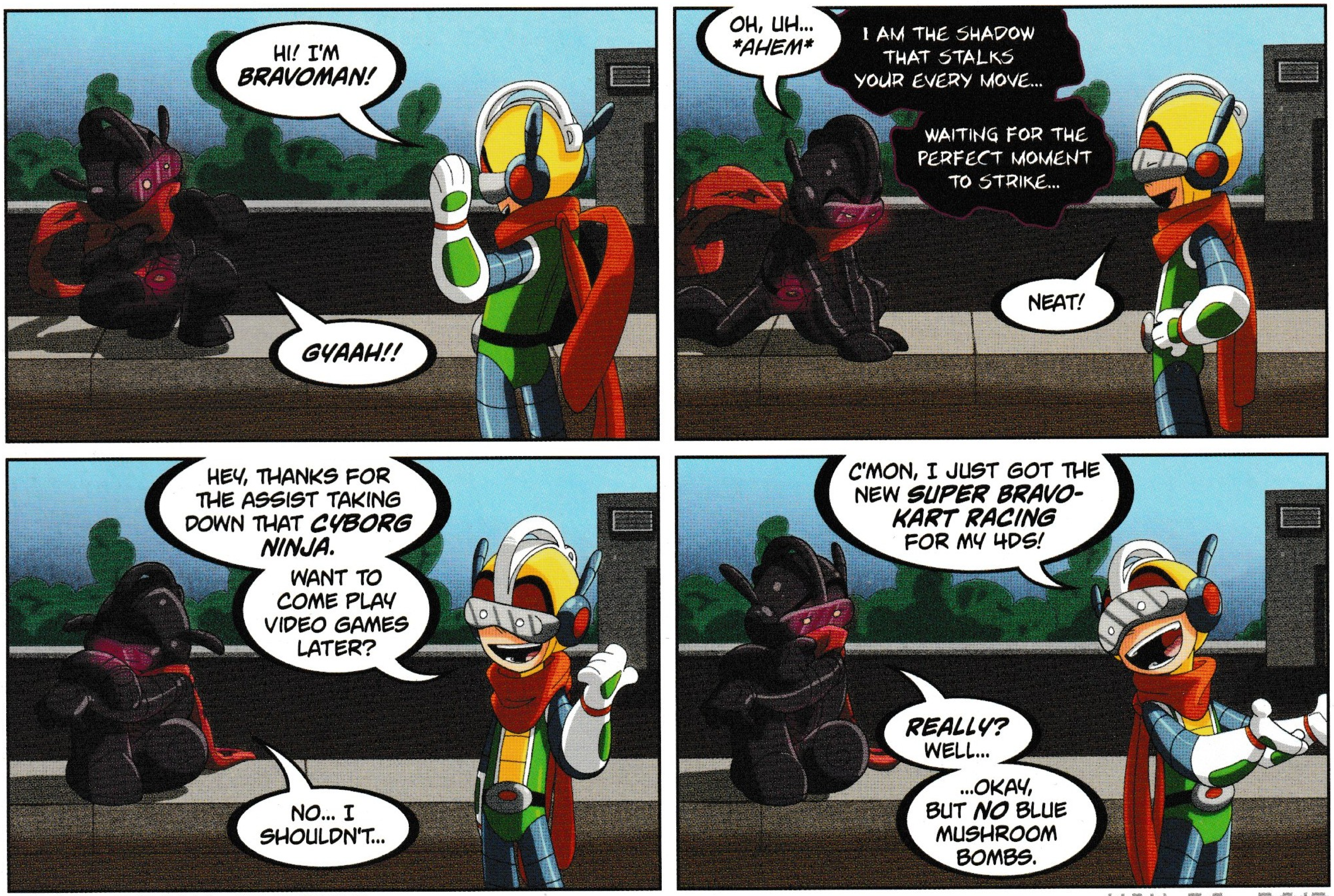
## COMMENTS

**MATT:** I like that there's a little story happening with the characters on the ground without any words. Need to try something like this out again sometime.

**DAX:** Getting to draw Waya and Benjamin in this one was my favorite part. Something about dragging a body out of the scene is just funny to me… poor Benjamin.



ROUGH LAYOUT


HI! I'M BRAVOMAN!
GYAAH!!
OH, UH... *AHEM*
I AM THE SHADOW THAT STALKS YOUR EVERY MOVE...
WAITING FOR THE PERFECT MOMENT TO STRIKE...
NEAT!
HEY, THANKS FOR THE ASSIST TAKING DOWN THAT CYBORG NINJA.
WANT TO COME PLAY VIDEO GAMES LATER?
NO... I SHOULDN'T...
C'MON, I JUST GOT THE NEW SUPER BRAVO-KART RACING FOR MY 4DS!
REALLY? WELL...
...OKAY, BUT NO BLUE MUSHROOM BOMBS.

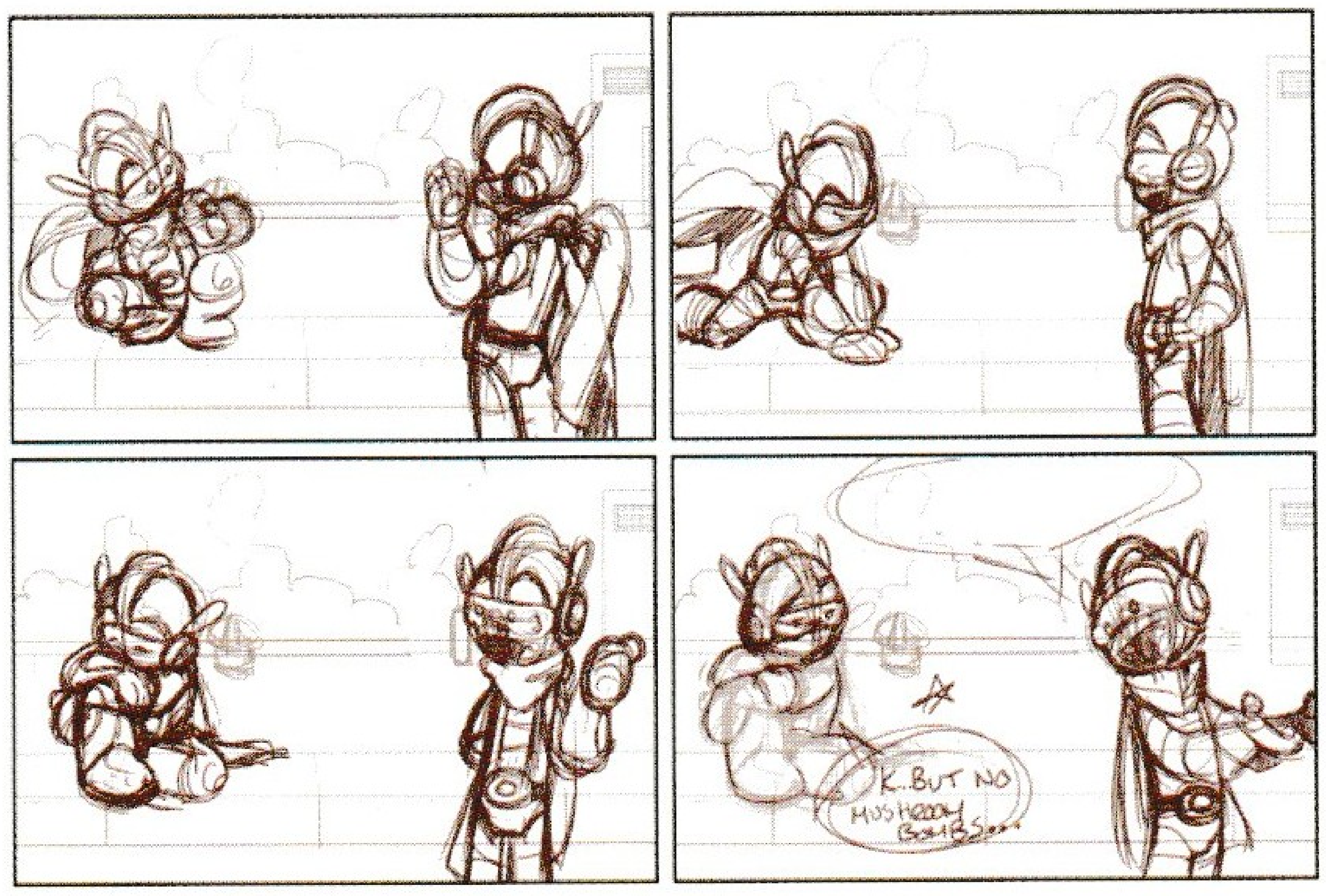
#025: BRAVO BUDDIES

MAY 29, 2012

## COMMENTS

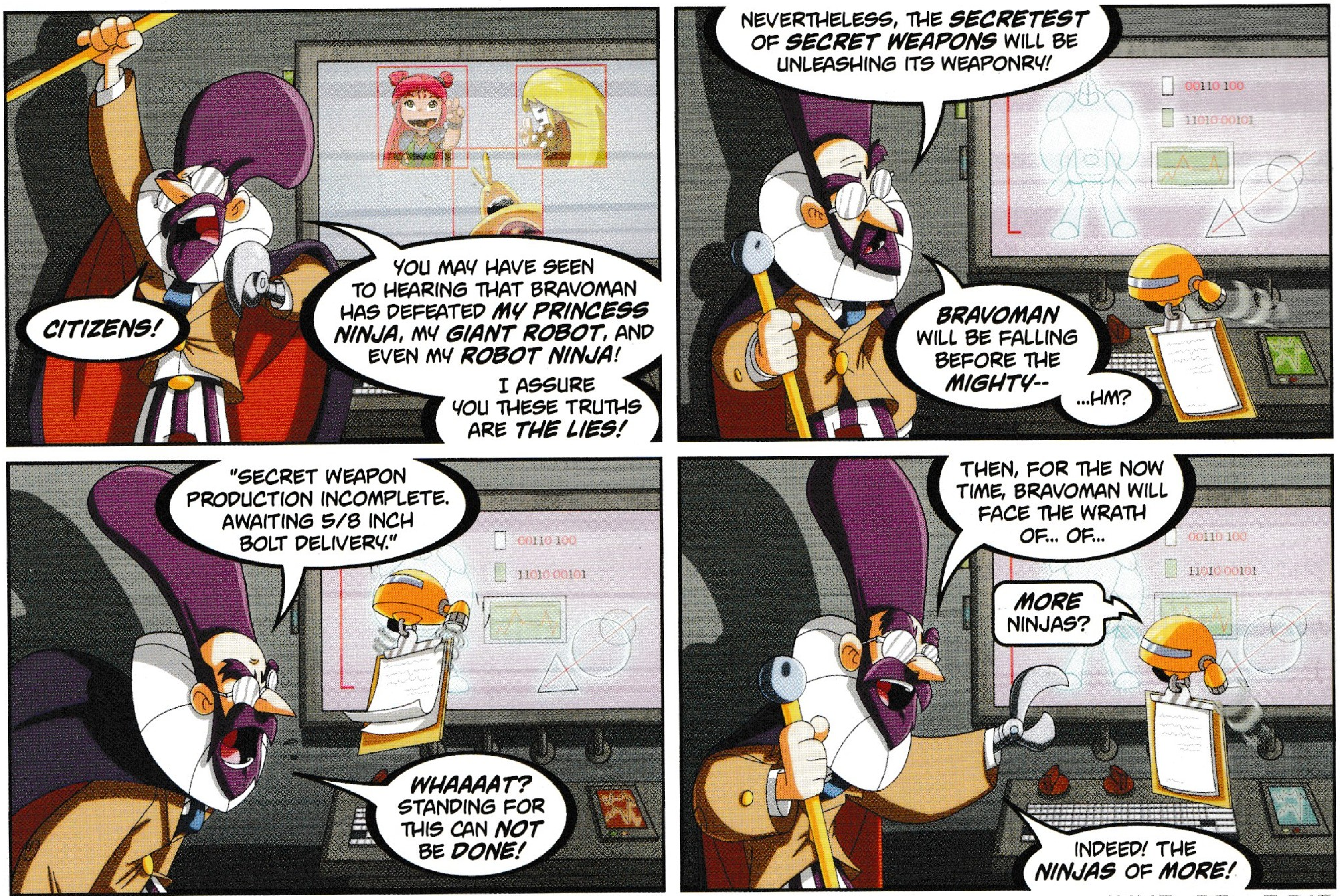
**MATT:** The first direct meeting of Bravoman and Anti-Bravoman! Poor A.B., this will not end well.

**DAX:** I've always wanted these two to be friends. But I like how Matt is keeping it at bay for the sake of the story. It adds tension nicely! Maybe someday!


☆
K. BUT NO MUSHROOM BOMBS...

ROUGH LAYOUT

☆ MATT WHAT IF WE KEPT HIM EMO? LIKE "HE REALLY WANTS TO BUT IS RELUCTANTLY GIVING IN." FEELS MORE IN CHARACTER?


CITIZENS!
YOU MAY HAVE SEEN TO HEARING THAT BRAVOMAN HAS DEFEATED MY PRINCESS NINJA, MY GIANT ROBOT, AND EVEN MY ROBOT NINJA!
I ASSURE YOU THESE TRUTHS ARE THE LIES!
NEVERTHELESS, THE SECRETEST OF SECRET WEAPONS WILL BE UNLEASHING ITS WEAPONRY!
00110 100
11010 00101
BRAVOMAN WILL BE FALLING BEFORE THE MIGHTY--
...HM?
"SECRET WEAPON PRODUCTION INCOMPLETE. AWAITING 5/8 INCH BOLT DELIVERY."
WHAAAAT? STANDING FOR THIS CAN NOT BE DONE!
THEN, FOR THE NOW TIME, BRAVOMAN WILL FACE THE WRATH OF... OF...
MORE NINJAS?
INDEED! THE NINJAS OF MORE!

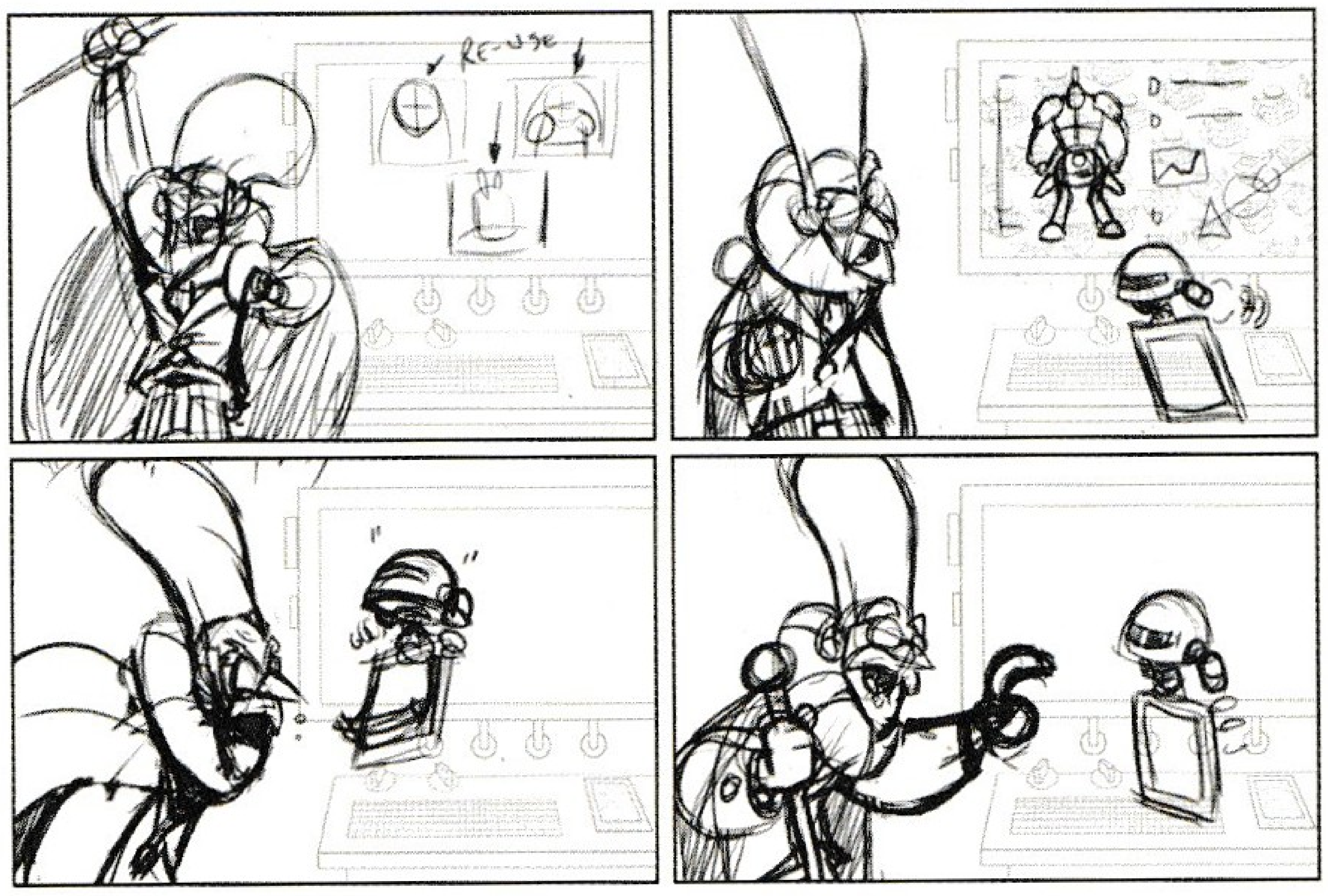
#026: DR. BOMB IS IN

JUNE 02, 2012

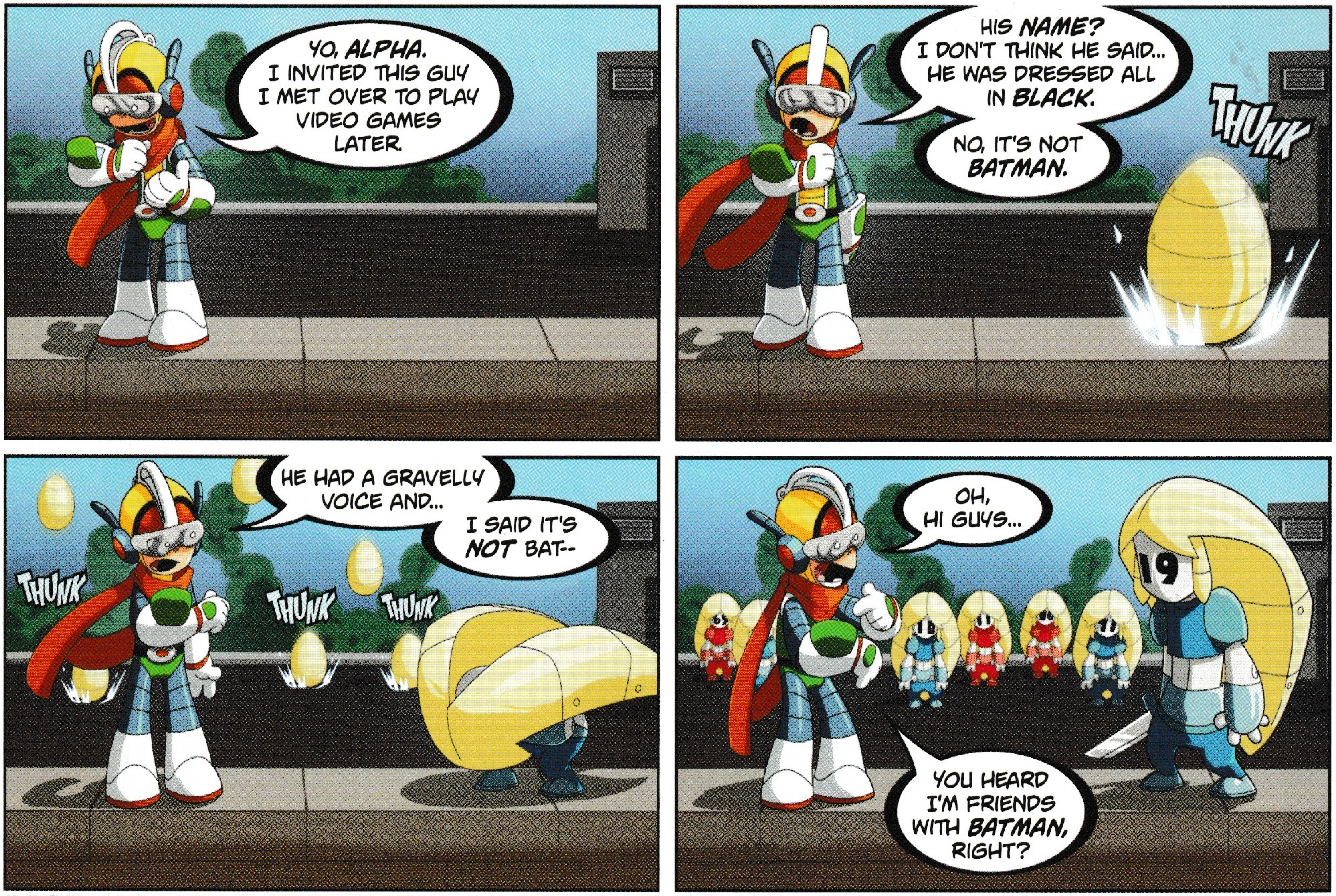
## COMMENTS

**MATT:** I came up with Hoverbot so that Dr. Bomb would have someone to interact with if needed when doing his ranting. Hoverbot is inspired by Megatron's drone from the show *Beast Machines* (probably the best thing to come from that show!).

**DAX:** It's funny, I realized as I was cleaning this one up that Dr. Bomb is basically a caricature of my father. *laughs* You're famous, Pops!



ROUGH LAYOUT


YO, ALPHA. I INVITED THIS GUY I MET OVER TO PLAY VIDEO GAMES LATER.
HIS NAME? I DON'T THINK HE SAID... HE WAS DRESSED ALL IN BLACK.
NO, IT'S NOT BATMAN.
THUNK
HE HAD A GRAVELLY VOICE AND...
I SAID IT'S NOT BAT--
THUNK
THUNK
THUNK
OH, HI GUYS...
19
YOU HEARD I'M FRIENDS WITH BATMAN, RIGHT?

#027: ROOFTOP RAMBLINGS

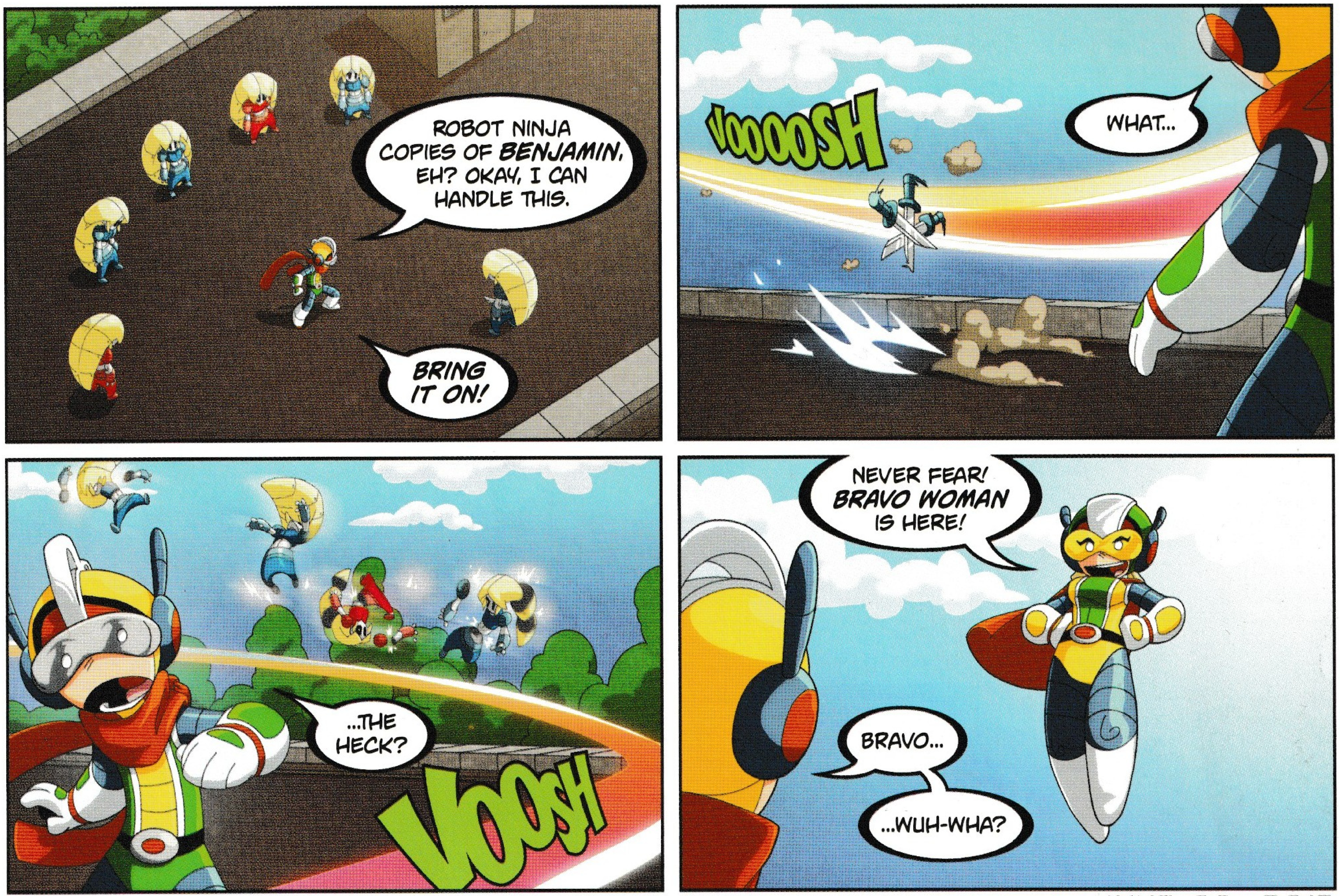
JUNE 06, 2012

## COMMENTS

**MATT:** It'd take us a bit before we used the Binjas more often, but these guys are basically our disposable foot soldiers. Obviously they are based on Benjamin's design; he is essentially their unit leader. The original idea was that they came in two colors and that there were 100 of them in total.

This is also the strip where Josh Perez joined Team Bravo as our colorist. Previously Dax had handled full art chores, but we were moving from twice a week to three times, and so Dax needed more time to focus on line art. Josh has turned out to be a great addition, and now we couldn't do the strips without him!

**DAX:** Not sure we have seen this since, but Binjas transform from egg-like cocoons. Now make the transforming noise for me while you read the strip. *cheee choo chhooo choo chuu cheeeech*


ROBOT NINJA COPIES OF BENJAMIN, EH? OKAY, I CAN HANDLE THIS.
BRING IT ON!
VOOOOSH
WHAT...
...THE HECK?
VOOSH
NEVER FEAR! BRAVO WOMAN IS HERE!
BRAVO...
...WUH-WHA?

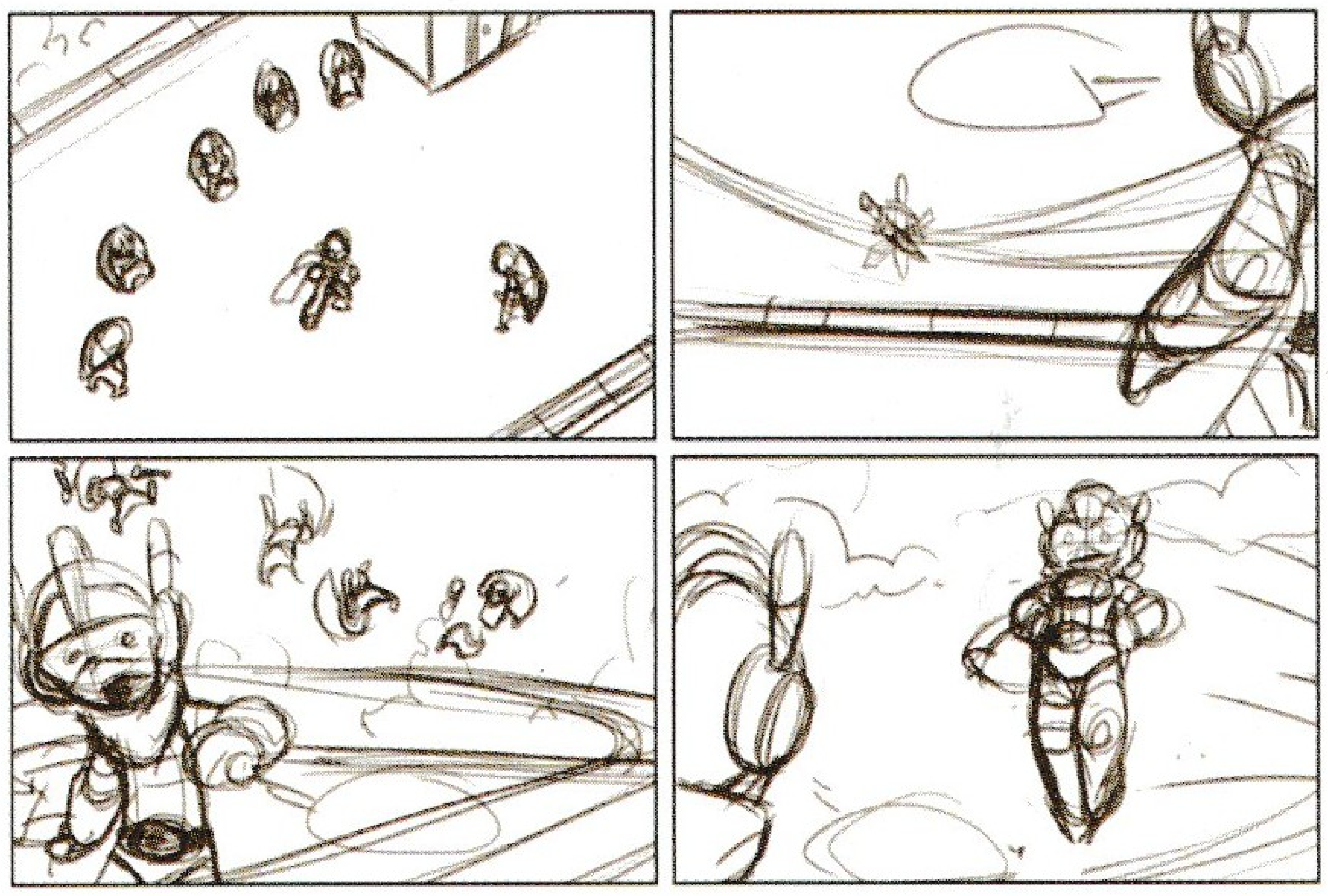
#028: BRAVO-WHO?!

JUNE 09, 2012

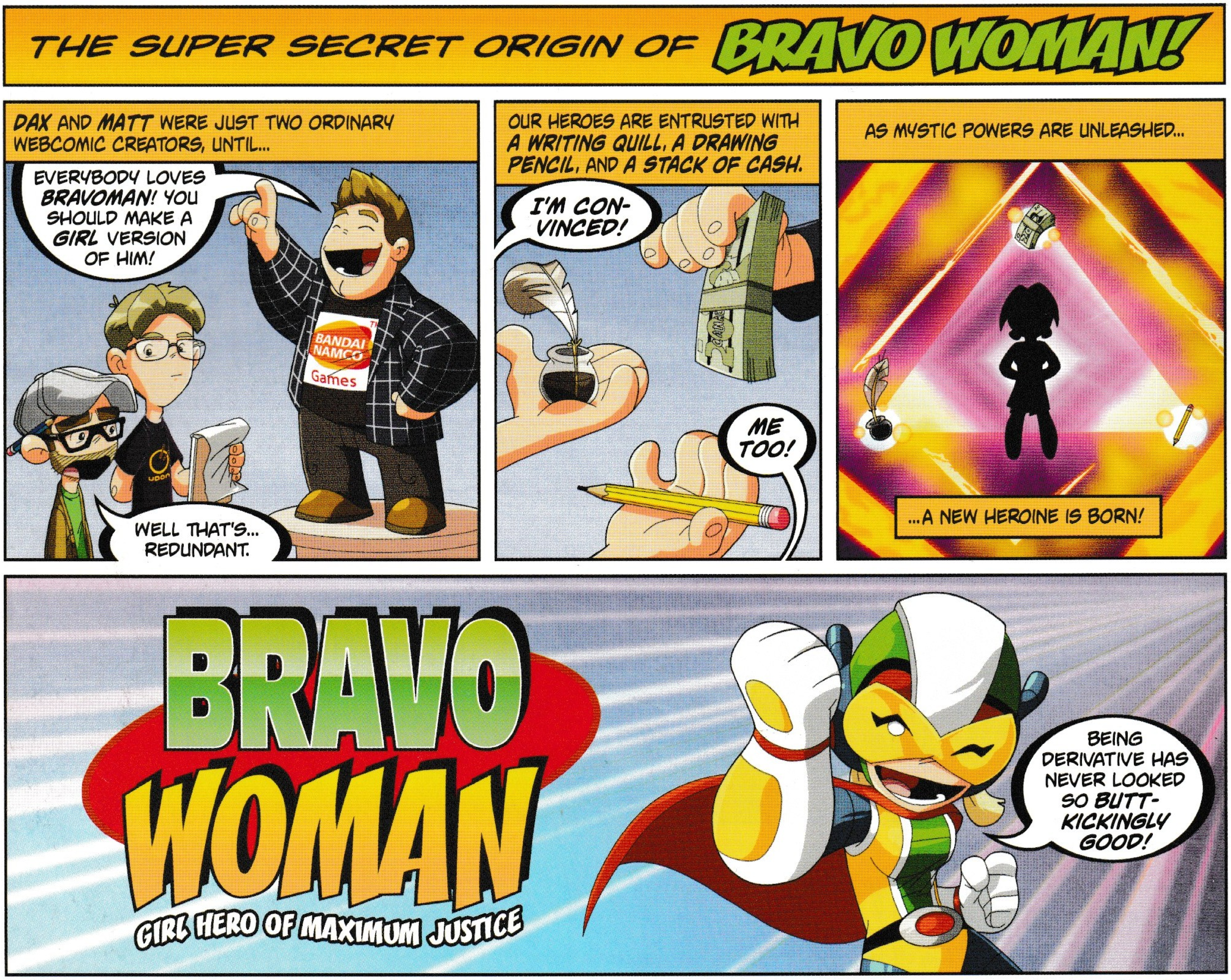
## COMMENTS

**MATT:** Since the Binjas are just mindless robots and based on Benjamin, Bravo Woman was the first real character that Dax and I created from scratch. The idea is so obvious that she pretty much willed herself into existence. Still, I think we fleshed her out later into a fun character.

**DAX:** Bravo WOMAN!!! She has changed so much from her original design… #charm #history



ROUGH LAYOUT


THE SUPER SECRET ORIGIN OF BRAVO WOMAN!
DAX AND MATT WERE JUST TWO ORDINARY WEBCOMIC CREATORS, UNTIL...
EVERYBODY LOVES BRAVOMAN! YOU SHOULD MAKE A GIRL VERSION OF HIM!
BANDAI NAMCO Games
udon
WELL THAT'S... REDUNDANT.
OUR HEROES ARE ENTRUSTED WITH A WRITING QUILL, A DRAWING PENCIL, AND A STACK OF CASH.
I'M CONVINCED!
ME TOO!
AS MYSTIC POWERS ARE UNLEASHED...
...A NEW HEROINE IS BORN!
BRAVO WOMAN
GIRL HERO OF MAXIMUM JUSTICE
BEING DERIVATIVE HAS NEVER LOOKED SO BUTT-KICKINGLY GOOD!

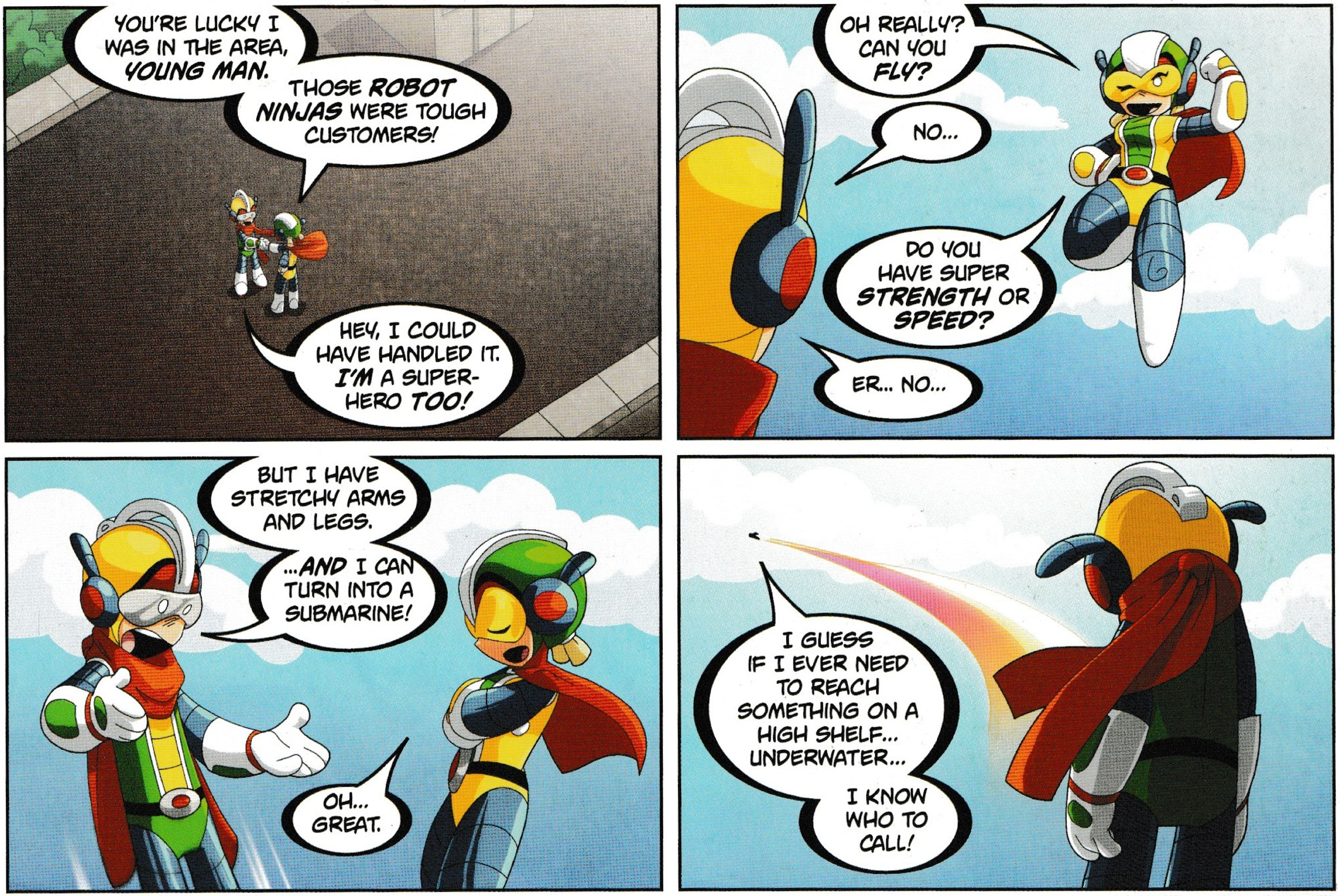
#029: THE ORIGIN OF BRAVO WOMAN

JUNE 12, 2012

## COMMENTS

**MATT:** Our first of many revisitings of the origin strip format. And again we get another non-origin, really. Later on we gave Bravo Woman more background, but you'll have to wait until Vol. 2 for that. Oh, props to Dax as well for his likenesses of the two of us! Not the last time we'll show up...

**DAX:** ShiftyLook Editor in Chief Rob Pereyda makes his first appearance! You can find him dotted throughout the series, and in the cartoon as well.


YOU'RE LUCKY I WAS IN THE AREA, *YOUNG MAN.*
THOSE *ROBOT NINJAS* WERE TOUGH CUSTOMERS!
HEY, I COULD HAVE HANDLED IT. *I'M* A SUPER-HERO *TOO!*
OH REALLY? CAN YOU *FLY?*
NO...
DO YOU HAVE SUPER *STRENGTH* OR *SPEED?*
ER... NO...
BUT I HAVE STRETCHY ARMS AND LEGS.
...*AND* I CAN TURN INTO A SUBMARINE!
OH... GREAT.
I GUESS IF I EVER NEED TO REACH SOMETHING ON A HIGH SHELF... UNDERWATER...
I KNOW WHO TO CALL!

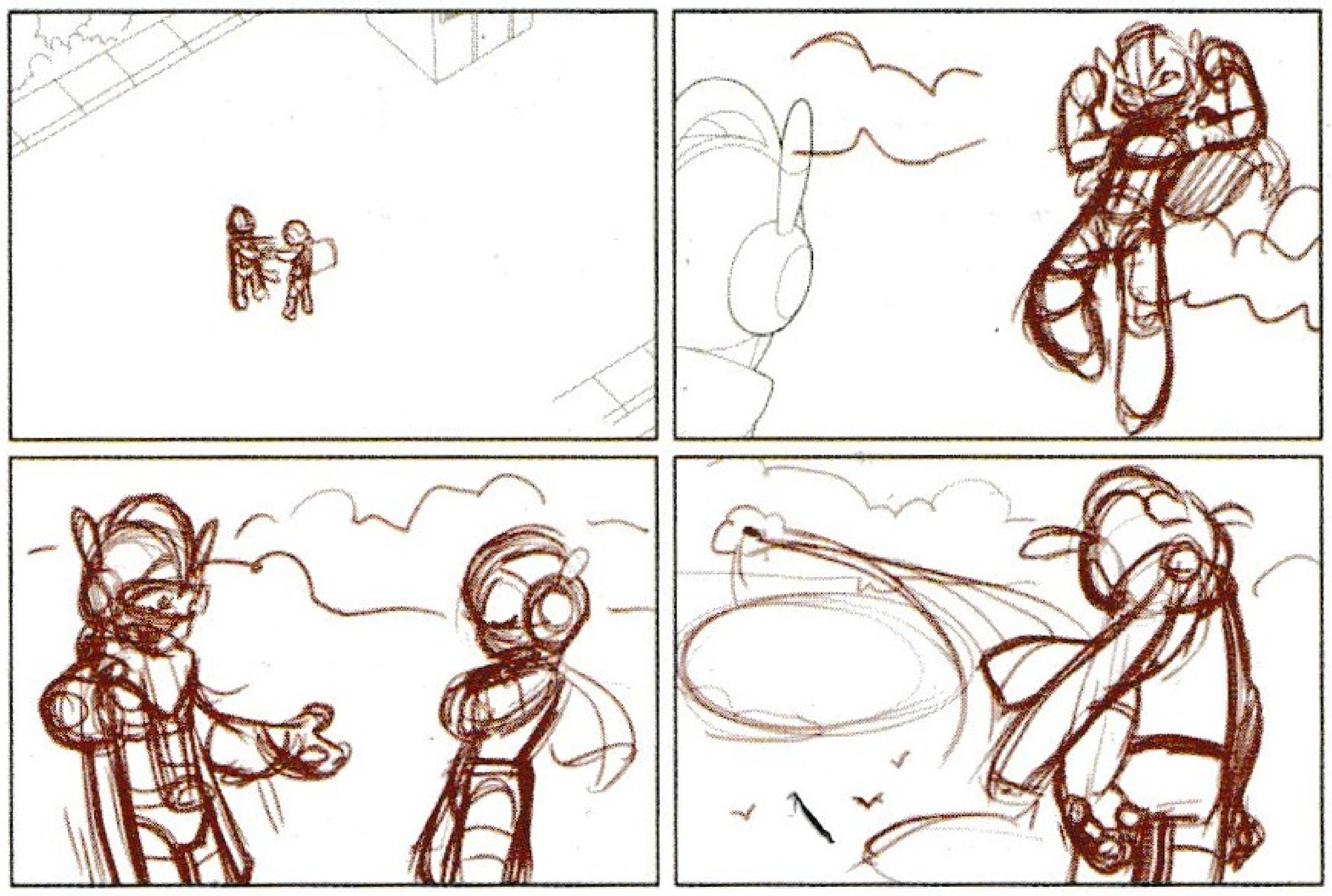
#030: GOOD EFFORT

JUNE 16, 2012

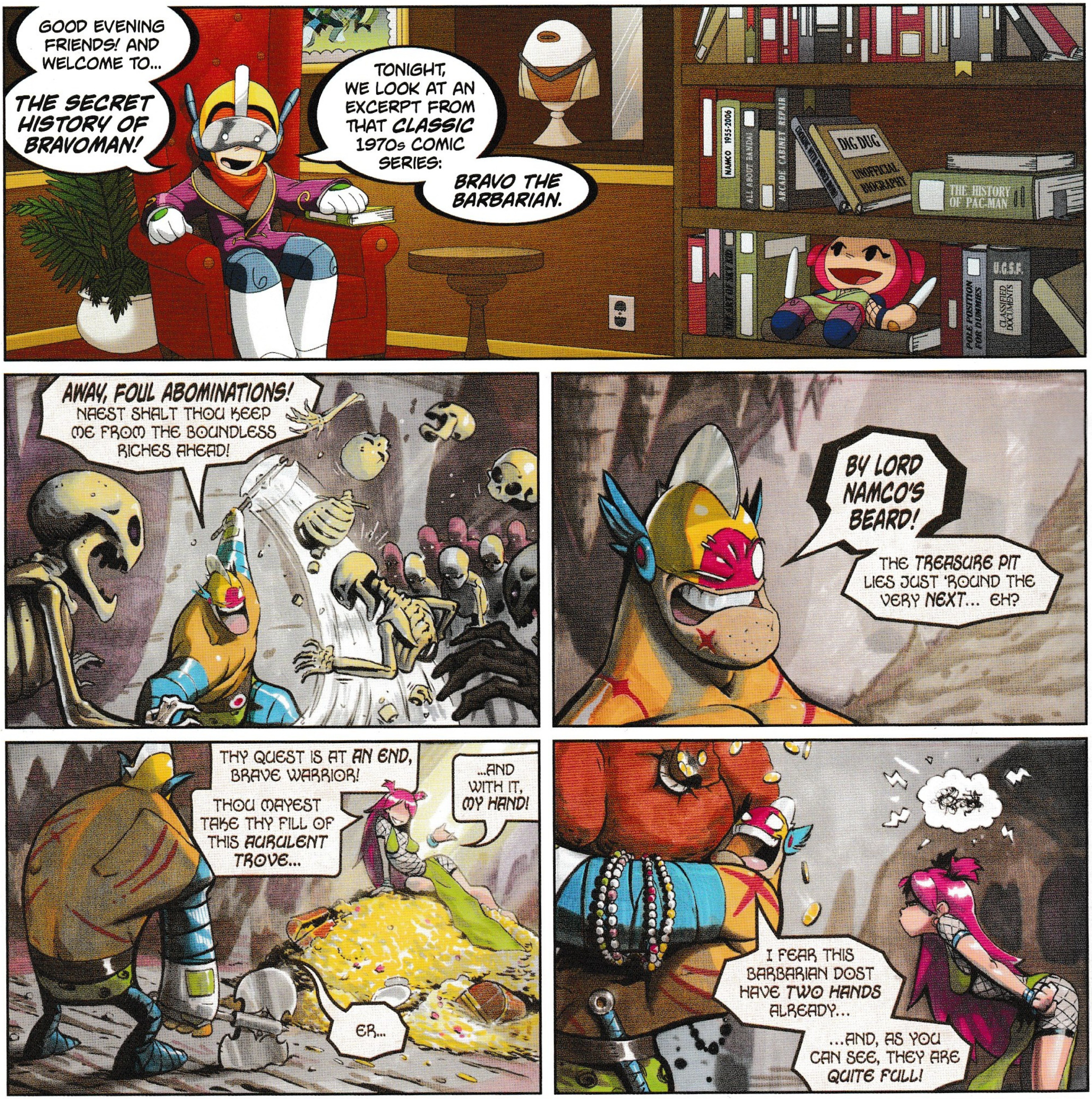
## COMMENTS

**MATT:** Bravo Woman is what some people call a ***flying brick***, which is any character whose powers are roughly the same as those of Superman (mainly super strength and flight).

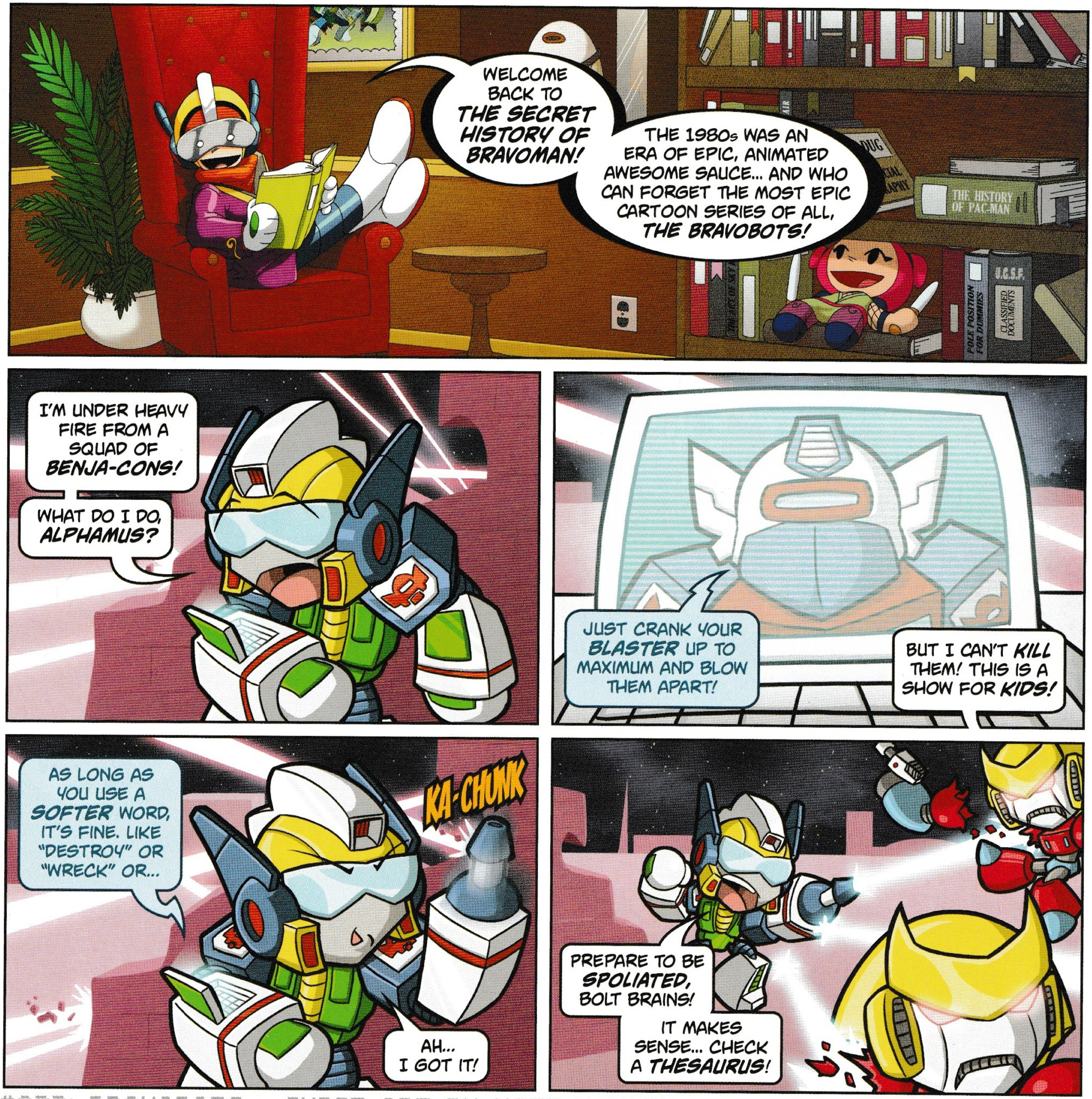
**DAX:** Keep your head up, Bravo…



ROUGH LAYOUT

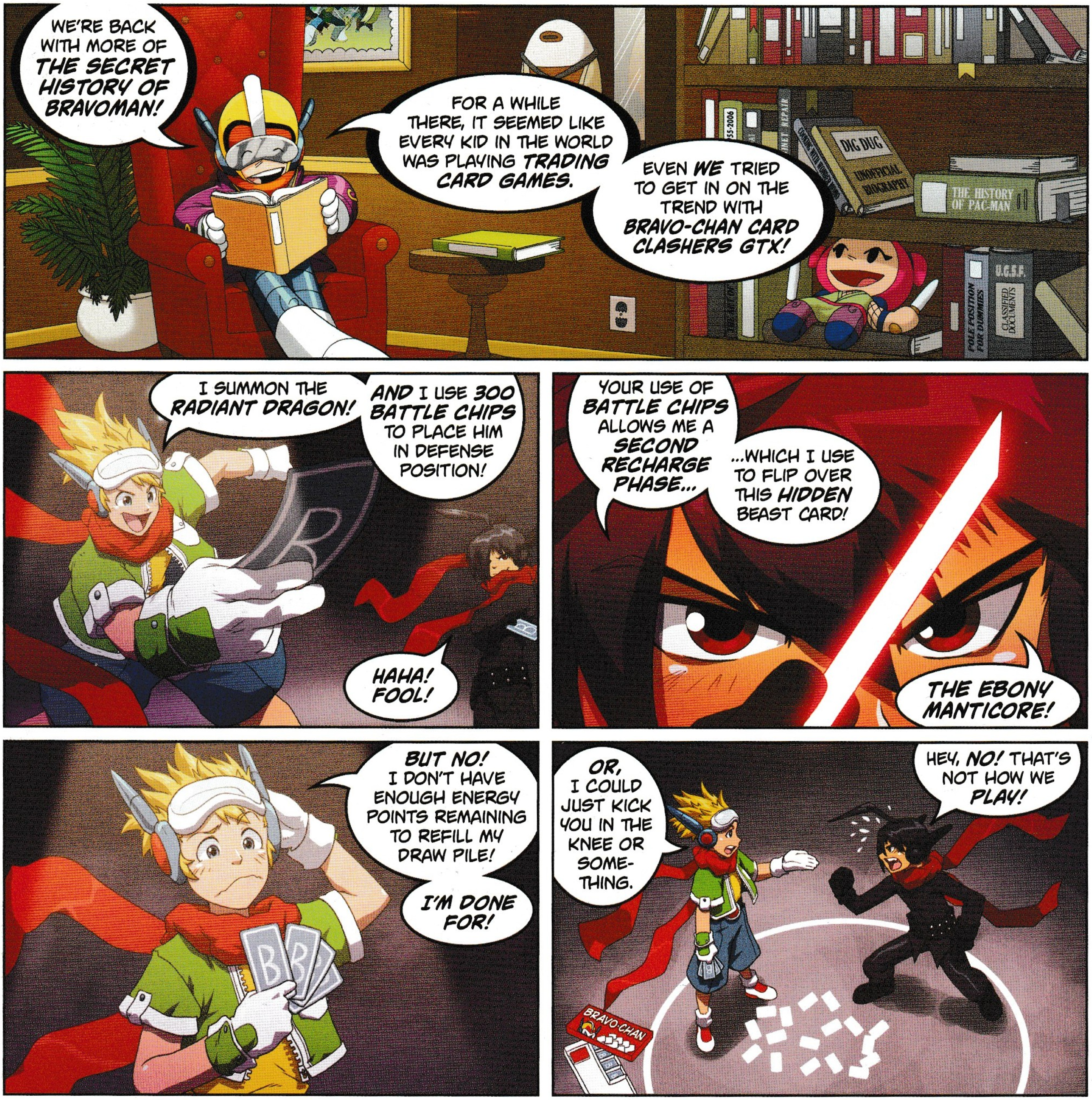

GOOD EVENING FRIENDS! AND WELCOME TO... **THE SECRET HISTORY OF BRAVOMAN!**
TONIGHT, WE LOOK AT AN EXCERPT FROM THAT **CLASSIC** 1970s COMIC SERIES:
**BRAVO THE BARBARIAN.**
NAMCO 1955-2006
ALL ABOUT BANDAI
ARCADE CABINET REPAIR
DIG DUG UNOFFICIAL BIOGRAPHY
THE HISTORY OF PAC-MAN
U.G.S.F.
POLE POSITION FOR DUMMIES
CLASSIFIED DOCUMENTS
**AWAY, FOUL ABOMINATIONS!** NAEST SHALT THOU KEEP ME FROM THE BOUNDLESS RICHES AHEAD!
BY LORD NAMCO'S BEARD!
THE **TREASURE PIT** LIES JUST 'ROUND THE VERY **NEXT**... EH?
THY QUEST IS AT **AN END**, BRAVE WARRIOR!
THOU MAYEST TAKE THY FILL OF THIS **AURULENT TROVE...**
...AND WITH IT, **MY HAND!**
ER...
I FEAR THIS BARBARIAN DOST HAVE **TWO HANDS** ALREADY...
...AND, AS YOU CAN SEE, THEY ARE **QUITE FULL!**

#031: BRAVO THE BARBARIAN - GUEST ART BY JOE VRIENS JUNE 19, 2012

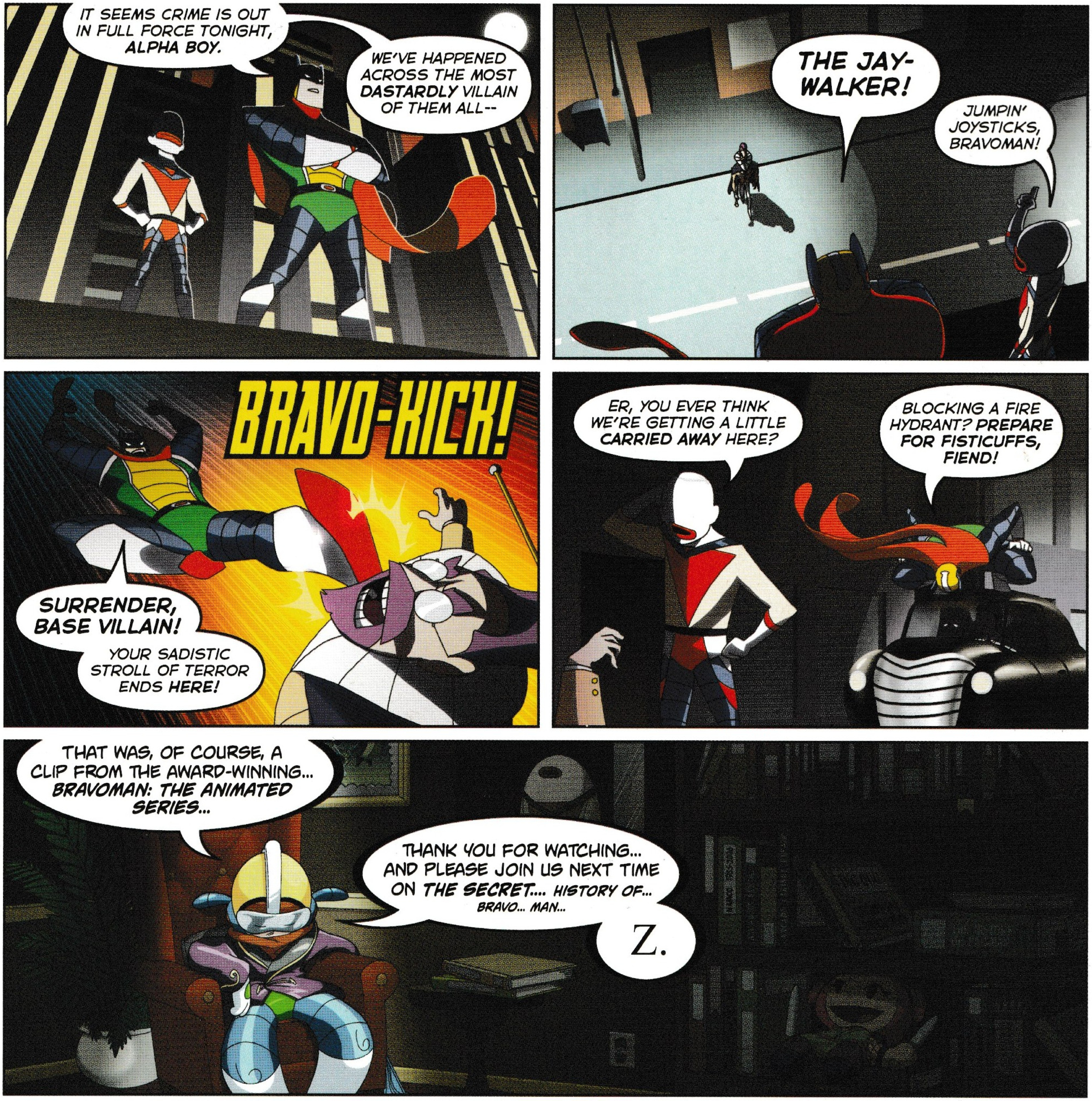

WELCOME BACK TO ***THE SECRET HISTORY OF BRAVOMAN!***
THE 1980s WAS AN ERA OF EPIC, ANIMATED AWESOME SAUCE... AND WHO CAN FORGET THE MOST EPIC CARTOON SERIES OF ALL, ***THE BRAVOBOTS!***
DUG
THE HISTORY OF PAC-MAN
POLE POSITION FOR DUMMIES
U.C.S.F. CLASSIFIED DOCUMENTS
I'M UNDER HEAVY FIRE FROM A SQUAD OF ***BENJA-CONS!***
WHAT DO I DO, ***ALPHAMUS?***
JUST CRANK YOUR ***BLASTER*** UP TO MAXIMUM AND BLOW THEM APART!
BUT I CAN'T ***KILL*** THEM! THIS IS A SHOW FOR ***KIDS!***
AS LONG AS YOU USE A ***SOFTER*** WORD, IT'S FINE. LIKE "DESTROY" OR "WRECK" OR...
KA-CHUNK
AH... I GOT IT!
PREPARE TO BE ***SPOLIATED,*** BOLT BRAINS!
IT MAKES SENSE... CHECK A ***THESAURUS!***

#032: BRAVOBOTS - GUEST ART BY MATT MOYLAN

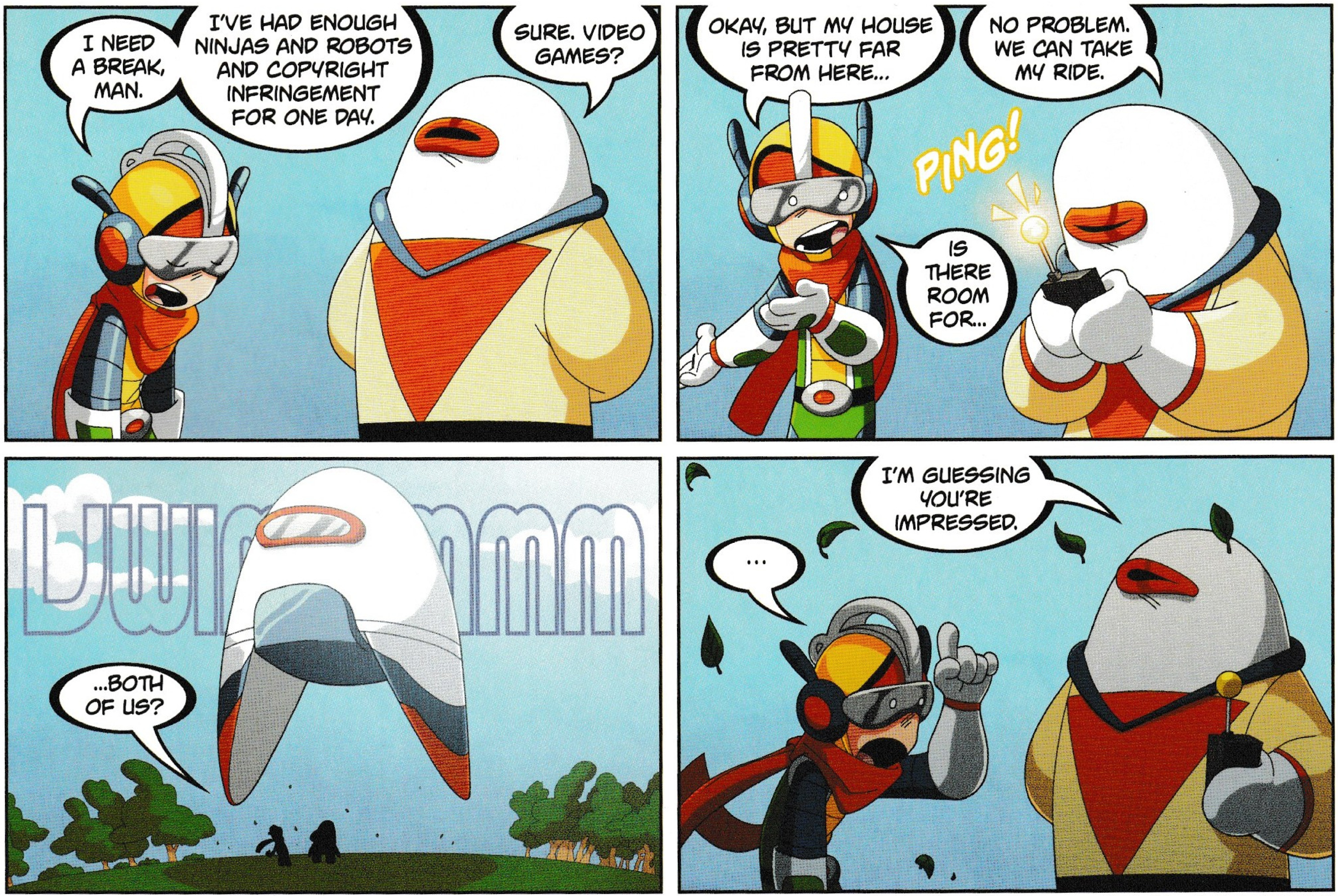
JUNE 23, 2012


WE'RE BACK WITH MORE OF *THE SECRET HISTORY OF BRAVOMAN!*
FOR A WHILE THERE, IT SEEMED LIKE EVERY KID IN THE WORLD WAS PLAYING *TRADING CARD GAMES.*
EVEN *WE* TRIED TO GET IN ON THE TREND WITH *BRAVO-CHAN CARD CLASHERS GTX!*
DIG DUG UNOFFICIAL BIOGRAPHY
THE HISTORY OF PAC-MAN
POLE POSITION FOR DUMMIES
U.G.S.F. CLASSIFIED DOCUMENTS
I SUMMON THE *RADIANT DRAGON!*
*AND* I USE *300 BATTLE CHIPS* TO PLACE HIM IN DEFENSE POSITION!
*HAHA! FOOL!*
YOUR USE OF *BATTLE CHIPS* ALLOWS ME A *SECOND RECHARGE PHASE...*
...WHICH I USE TO FLIP OVER THIS *HIDDEN* BEAST CARD!
*THE EBONY MANTICORE!*
*BUT NO!* I DON'T HAVE ENOUGH ENERGY POINTS REMAINING TO REFILL MY DRAW PILE!
*I'M DONE FOR!*
*OR,* I COULD JUST KICK YOU IN THE KNEE OR SOME-THING.
HEY, *NO!* THAT'S NOT HOW WE *PLAY!*
BRAVO-CHAN

#033: BRAVO-CHAN - GUEST ART BY ROB "ROBAATO" PORTER    JUNE 26, 2012


IT SEEMS CRIME IS OUT IN FULL FORCE TONIGHT, **ALPHA BOY.**
WE'VE HAPPENED ACROSS THE MOST **DASTARDLY** VILLAIN OF THEM ALL--
**THE JAY-WALKER!**
JUMPIN' JOYSTICKS, BRAVOMAN!
**BRAVO-KICK!**
**SURRENDER, BASE VILLAIN!**
YOUR SADISTIC STROLL OF TERROR ENDS **HERE!**
ER, YOU EVER THINK WE'RE GETTING A LITTLE **CARRIED AWAY** HERE?
BLOCKING A FIRE HYDRANT? **PREPARE FOR FISTICUFFS, FIEND!**
THAT WAS, OF COURSE, A CLIP FROM THE AWARD-WINNING... ***BRAVOMAN: THE ANIMATED SERIES...***
THANK YOU FOR WATCHING... AND PLEASE JOIN US NEXT TIME ON ***THE SECRET....*** *HISTORY OF... BRAVO... MAN...*
Z.

#034: BRAVOMAN & ALPHA BOY - GUEST ART BY JEFFREY CRUZ JUNE 30, 2012


I NEED A BREAK, MAN.
I'VE HAD ENOUGH NINJAS AND ROBOTS AND COPYRIGHT INFRINGEMENT FOR ONE DAY.
SURE. VIDEO GAMES?
OKAY, BUT MY HOUSE IS PRETTY FAR FROM HERE...
NO PROBLEM. WE CAN TAKE MY RIDE.
PING!
IS THERE ROOM FOR...
DWI MMMM
...BOTH OF US?
I'M GUESSING YOU'RE IMPRESSED.
...

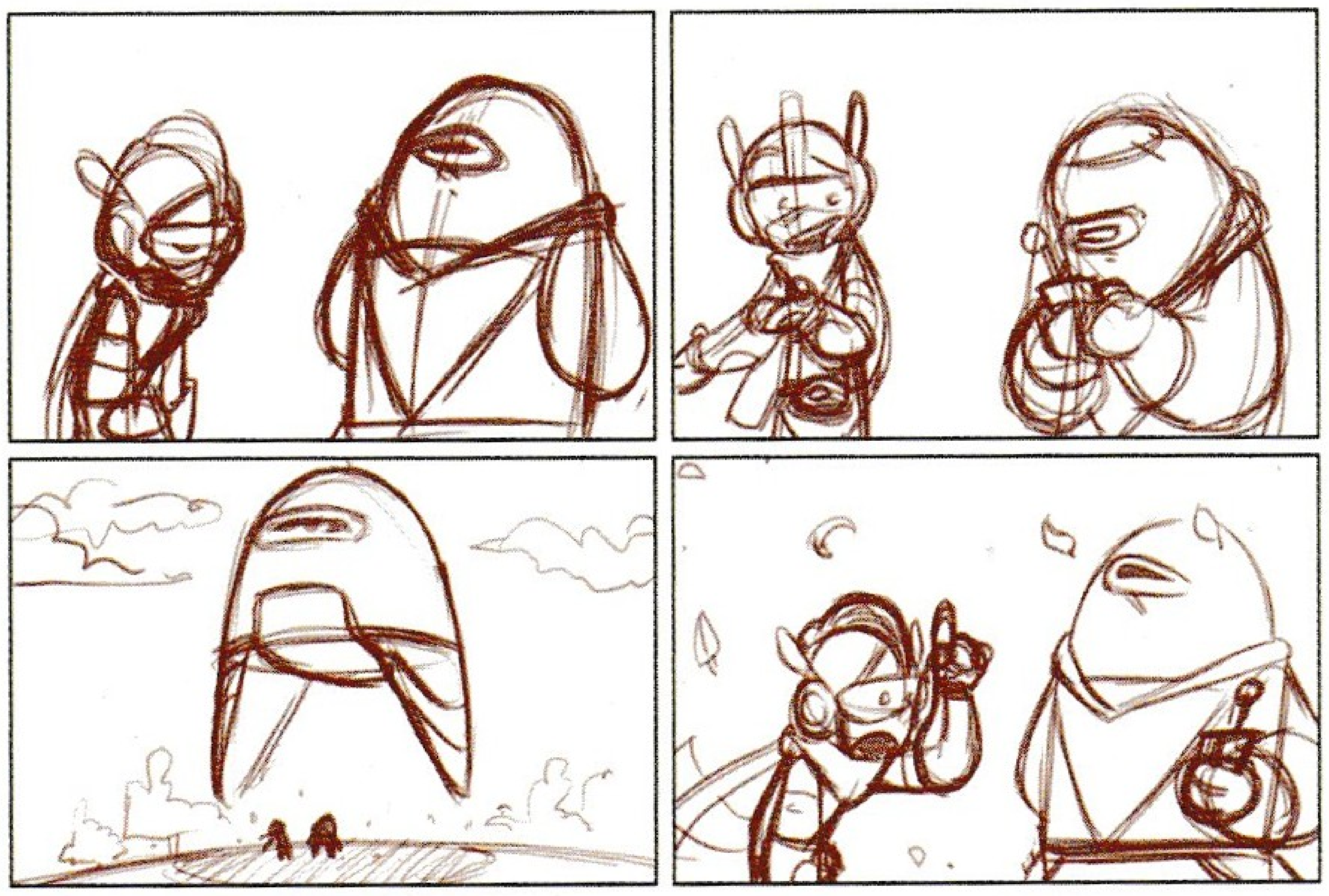
#035: BEST FRIEND'S RIDE

JULY 03, 2012

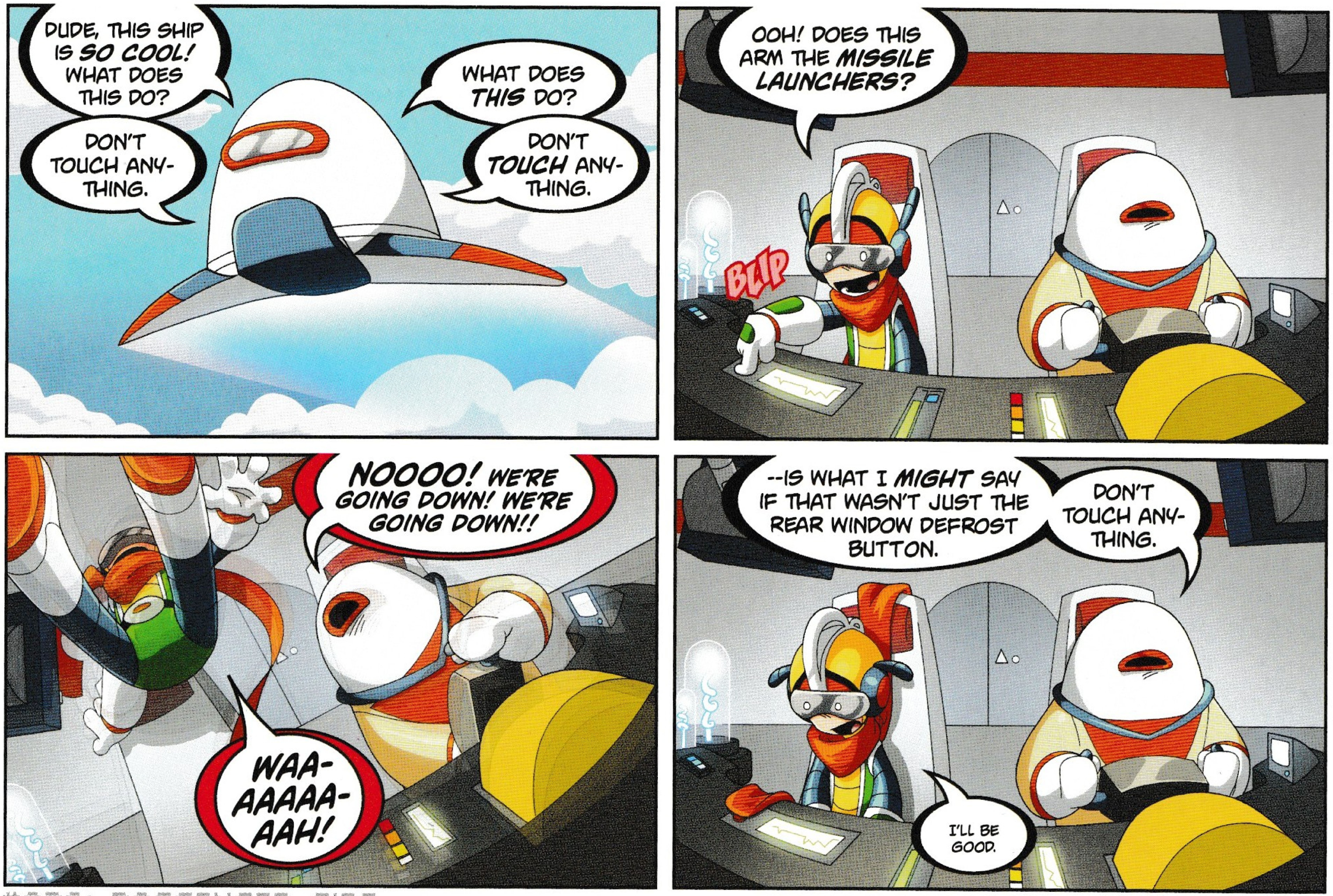
### COMMENTS

**MATT:** Dax's Starship Alpha design is great. He did a bunch of designs, but I liked this one partly because it seemed the least aerodynamic (which, when you think about it, is not really an issue in space anyway).

**DAX:** This, I believe, was the official start of season two.



ROUGH LAYOUT


DUDE, THIS SHIP IS *SO COOL!* WHAT DOES THIS DO?
DON'T TOUCH ANYTHING.
WHAT DOES *THIS* DO?
DON'T *TOUCH* ANYTHING.
OOH! DOES THIS ARM THE *MISSILE LAUNCHERS?*
BLIP
NOOOO! WE'RE GOING DOWN! WE'RE GOING DOWN!!
WAA-AAAAA-AAH!
--IS WHAT I *MIGHT* SAY IF THAT WASN'T JUST THE REAR WINDOW DEFROST BUTTON.
DON'T TOUCH ANYTHING.
I'LL BE GOOD.

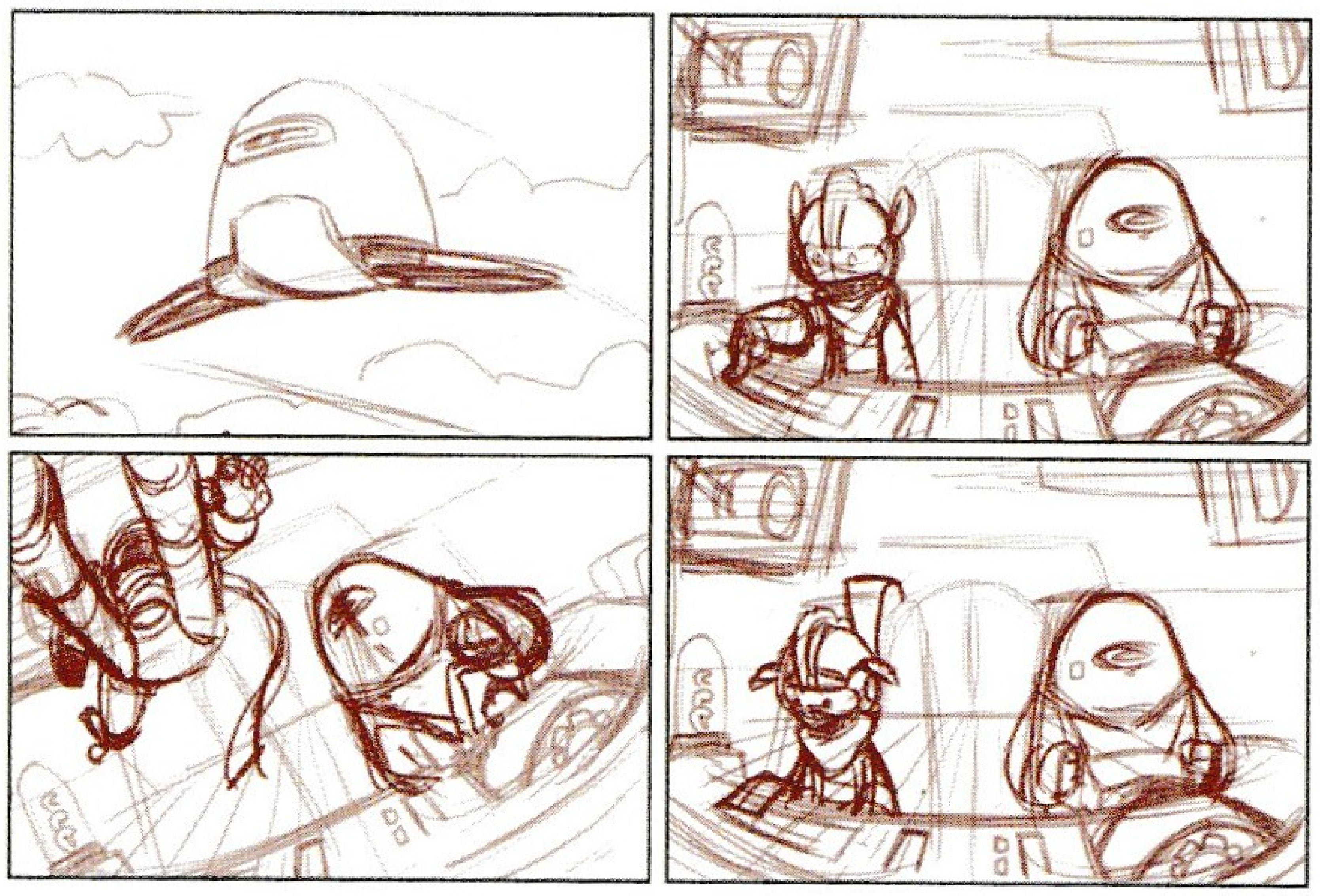
#036: PASSENGER SIDE

JULY 05, 2012

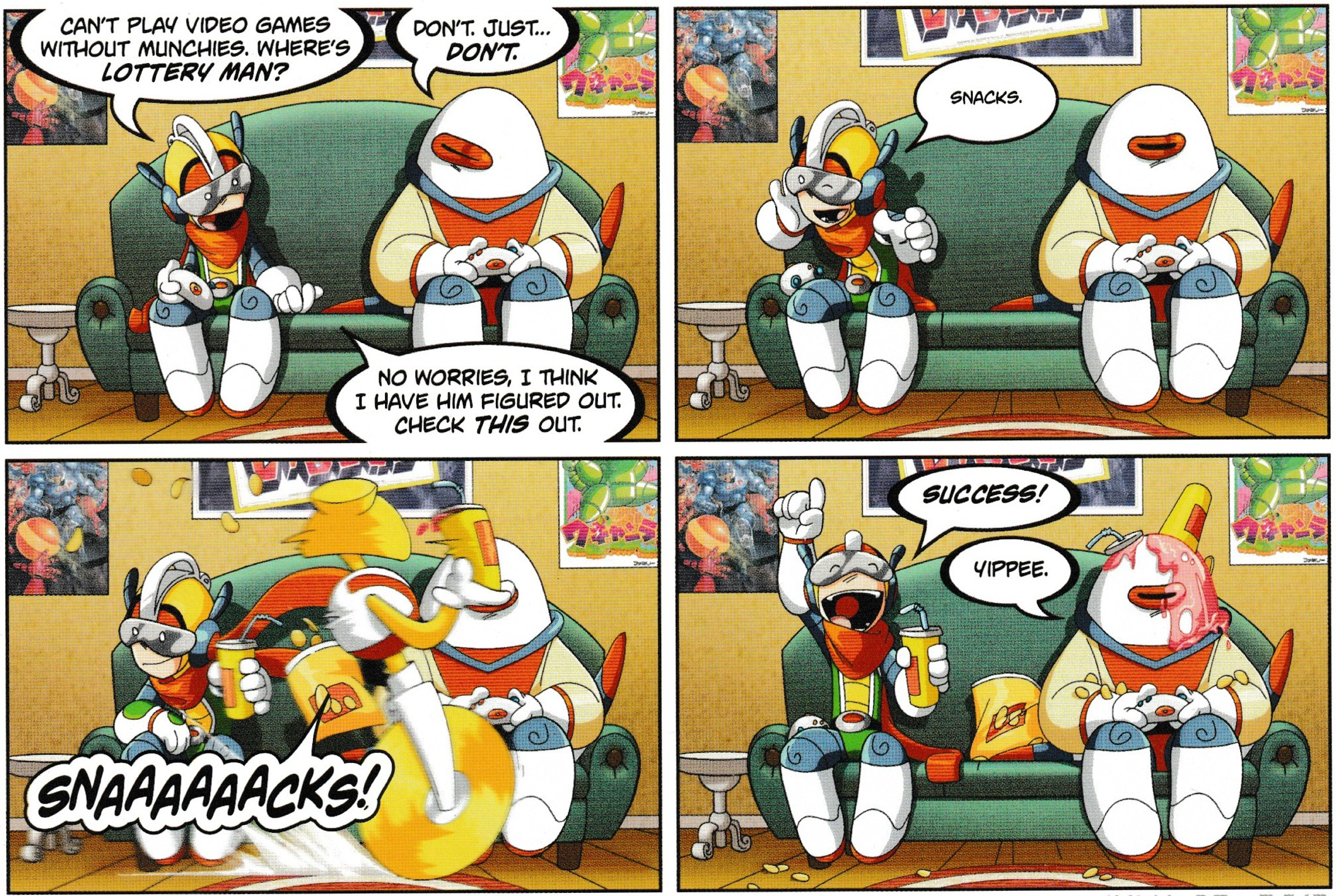
## COMMENTS

**MATT:** Love the Starship Alpha interior as well. We'll see plenty more of the ship interior later on.

**DAX:** Starship Alpha is fun, am I right? P.S.: Don't push that one...



ROUGH LAYOUT


CAN'T PLAY VIDEO GAMES WITHOUT MUNCHIES. WHERE'S *LOTTERY MAN?*
DON'T. JUST... *DON'T.*
NO WORRIES, I THINK I HAVE HIM FIGURED OUT. CHECK *THIS* OUT.
SNACKS.
SNAAAAAACKS!
SUCCESS!
YIPPEE.

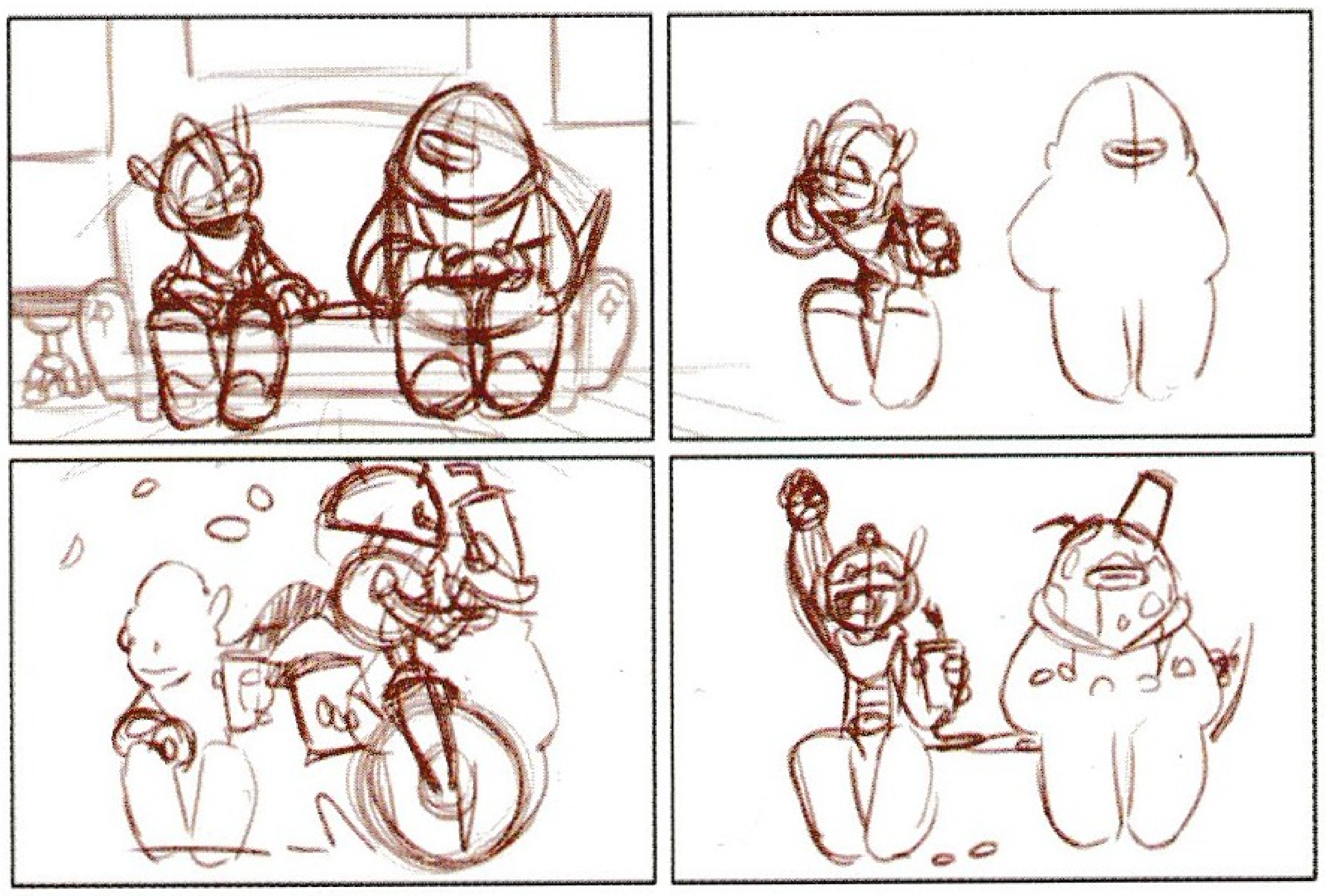
#037: SKILLFUL SNACKING

JULY 07, 2012

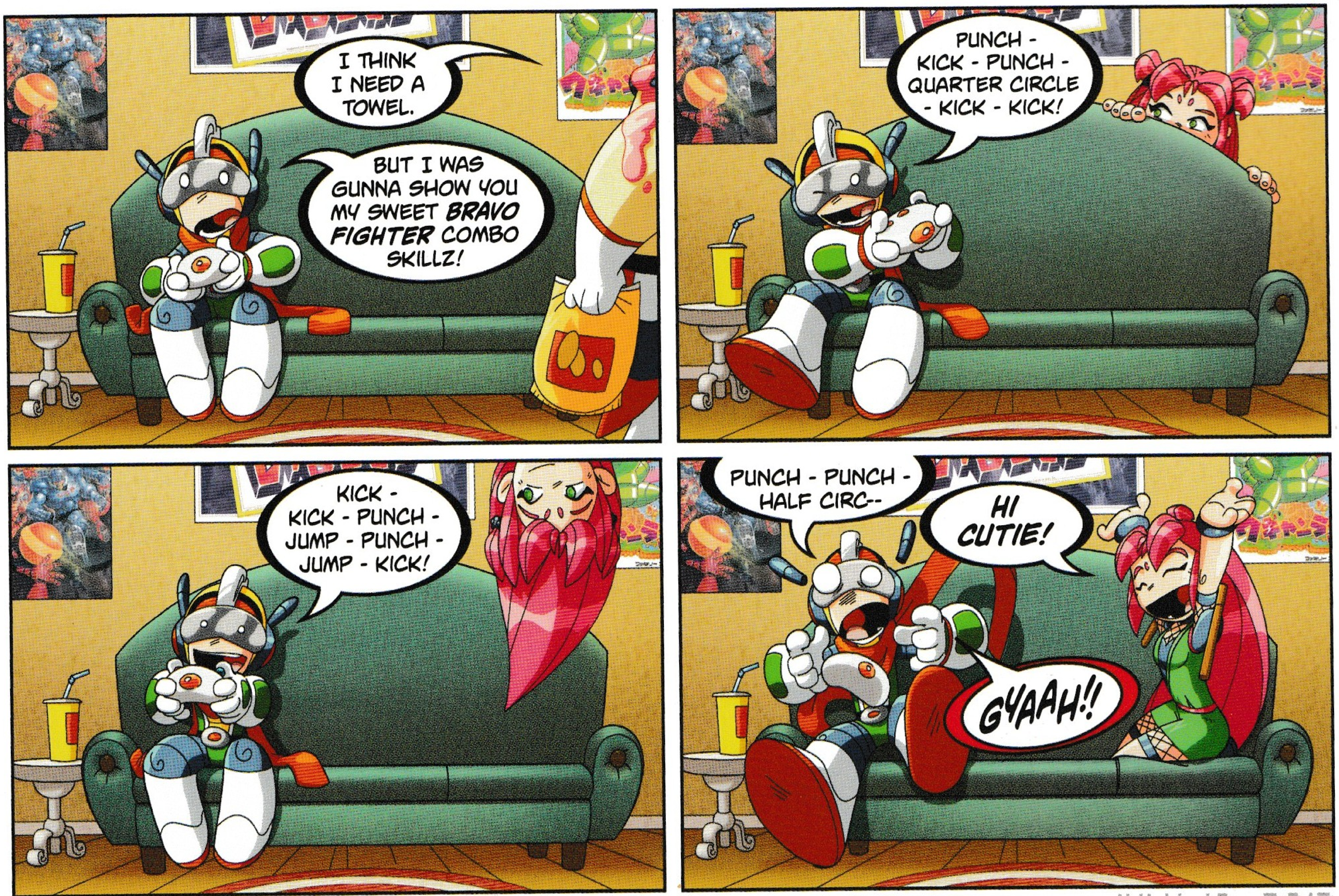
## COMMENTS

**MATT:** Looks like Bravoman's got a handle on Lottery Man. Alpha... still not so much.

**DAX:** Fun fact: The Bravoman in panel four was blown up as a 30-foot banner for the last two San Diego Comic-Cons, advertising ShiftyLook's freeplay arcade!



ROUGH LAYOUT


I THINK I NEED A TOWEL.
BUT I WAS GUNNA SHOW YOU MY SWEET **BRAVO FIGHTER** COMBO SKILLZ!
PUNCH - KICK - PUNCH - QUARTER CIRCLE - KICK - KICK!
KICK - KICK - PUNCH - JUMP - PUNCH - JUMP - KICK!
PUNCH - PUNCH - HALF CIRC--
HI CUTIE!
GYAAH!!

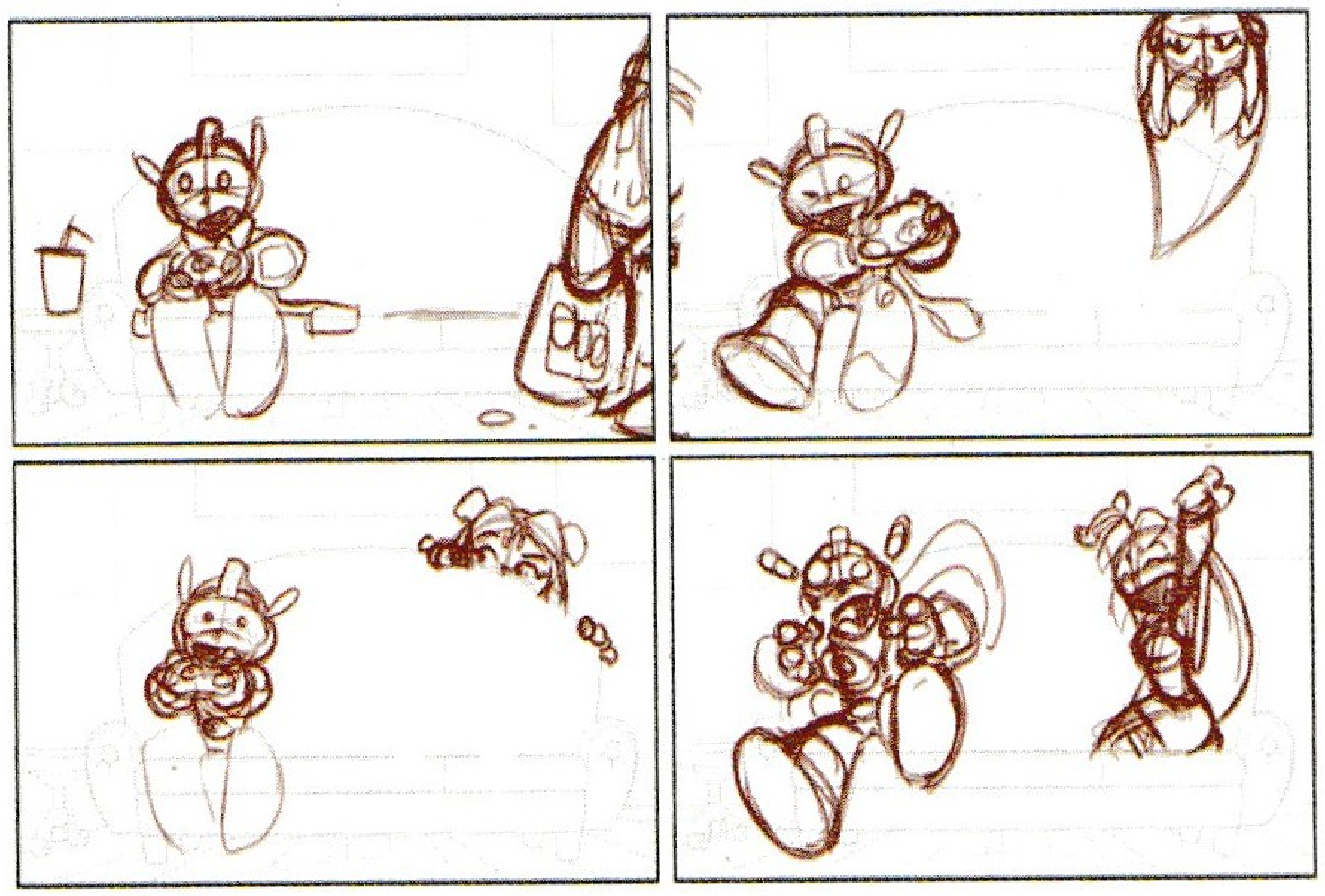
#038: SNEAKY SURPRISE

JULY 10, 2012

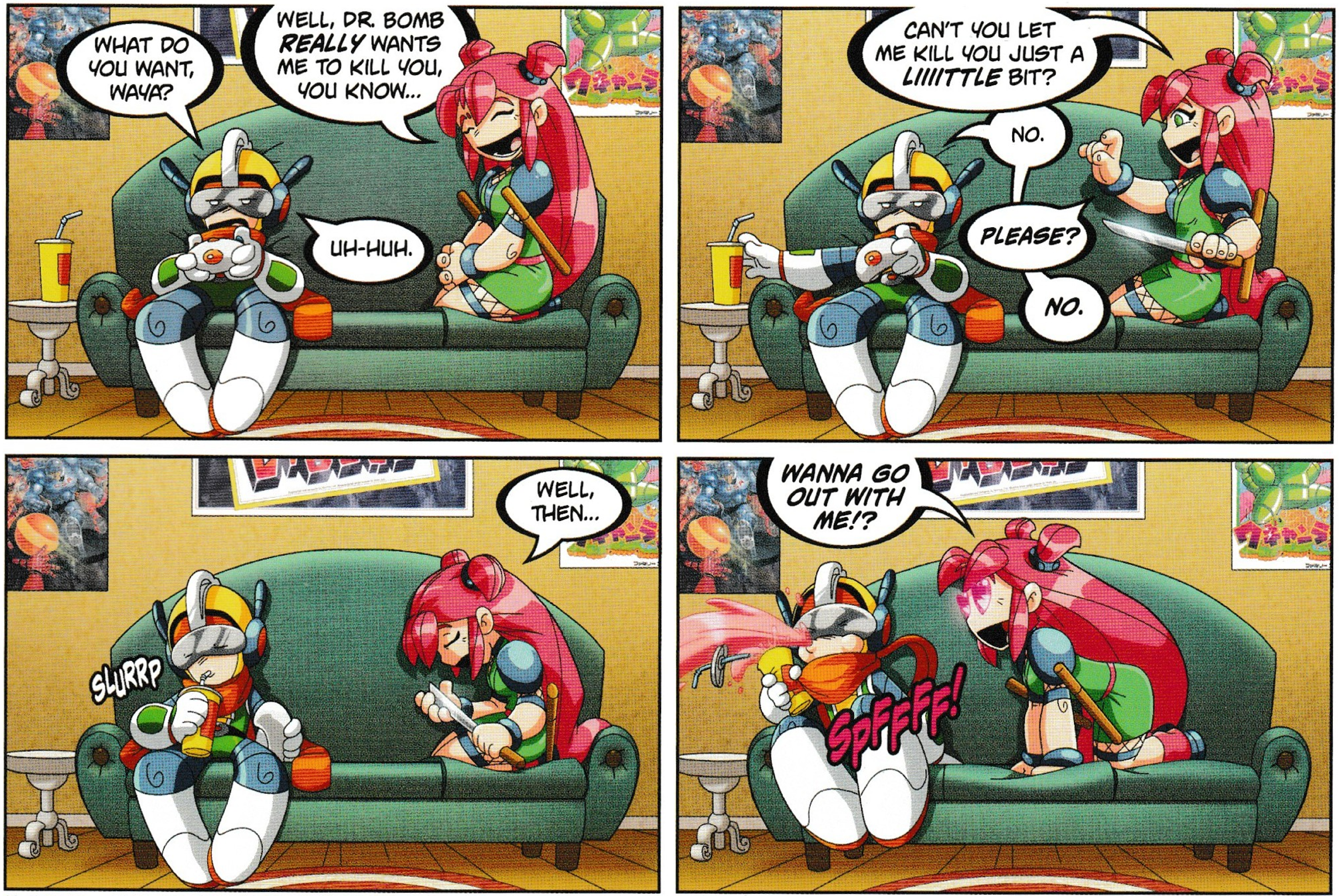
### COMMENTS

**MATT:** I always like when we can have Waya doing sneaky ninja-esque things.

**DAX:** <3 Waya.



ROUGH LAYOUT


WHAT DO YOU WANT, WAYA?
WELL, DR. BOMB *REALLY* WANTS ME TO KILL YOU, YOU KNOW...
UH-HUH.
CAN'T YOU LET ME KILL YOU JUST A *LIIIITTLE* BIT?
NO.
*PLEASE?*
*NO.*
WELL, THEN...
SLURRP
*WANNA GO OUT WITH ME!?*
SpFFFF!

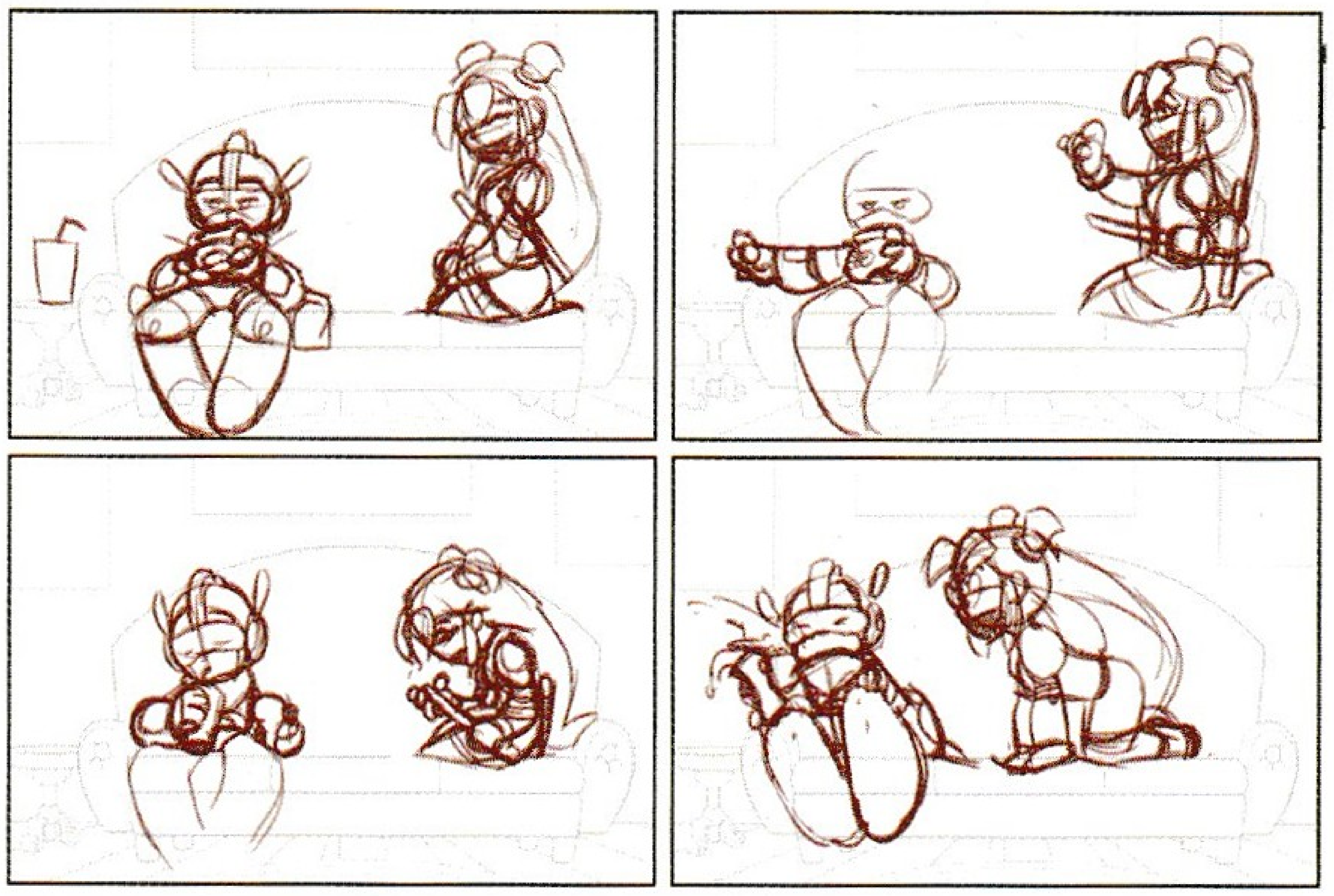
#039: PESTERING PRINCESS

JULY 12, 2012

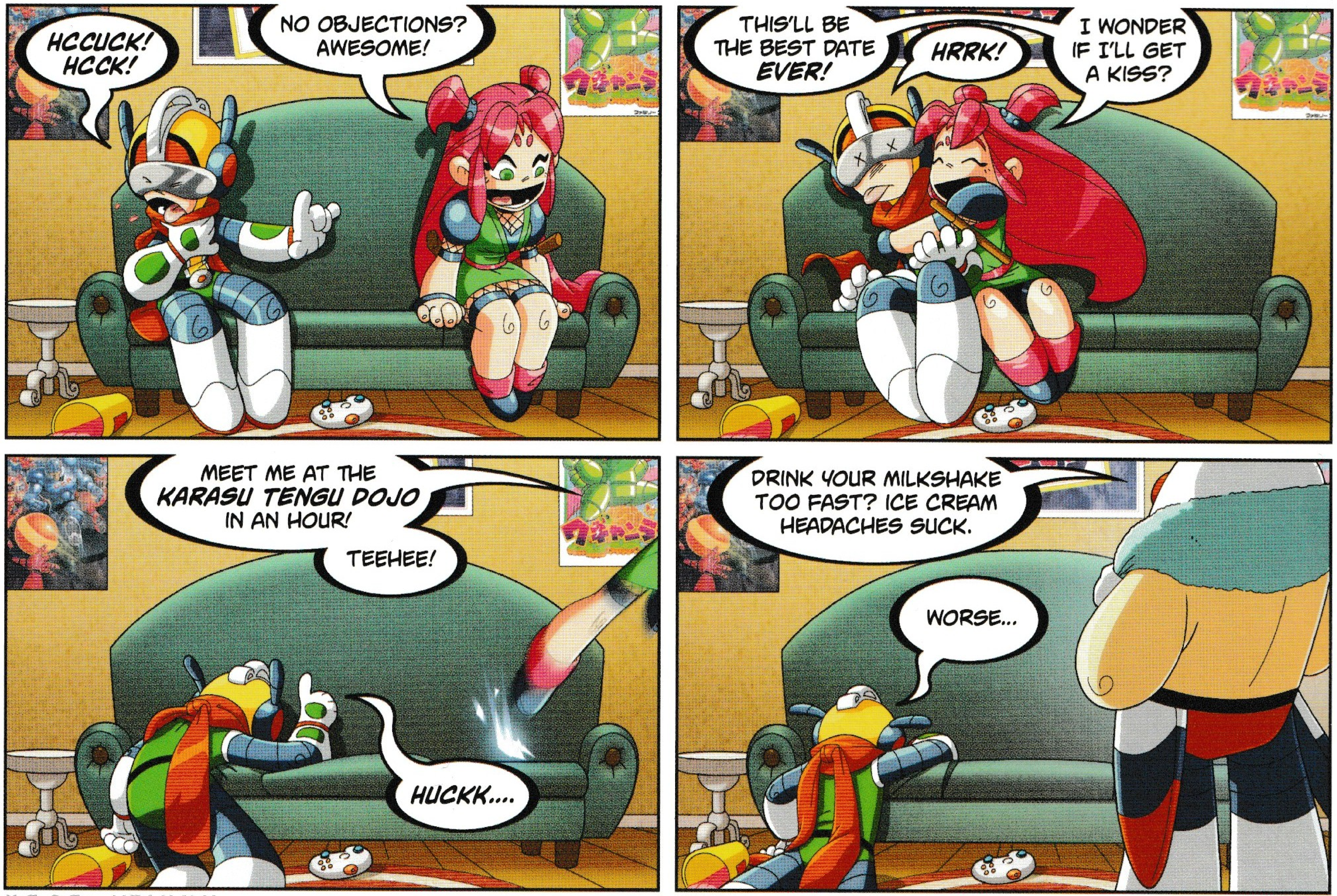
## COMMENTS

**MATT:** I think this might be the point where Waya unofficially shifts from a murderous enemy who happens to love Bravoman to an annoyingly lovesick friend who happens to want to kill Bravoman. It's a subtle difference.

**DAX:** I enjoyed drawing Waya in this strip as well as her interaction with Bravo. These kinds of polar opposite attitudes make for some fun posing and laughs.



ROUGH LAYOUT


HCCUCK! HCCK!
NO OBJECTIONS? AWESOME!
THIS'LL BE THE BEST DATE *EVER!*
HRRK!
I WONDER IF I'LL GET A KISS?
MEET ME AT THE *KARASU TENGU DOJO* IN AN HOUR!
TEEHEE!
HUCKK....
DRINK YOUR MILKSHAKE TOO FAST? ICE CREAM HEADACHES SUCK.
WORSE...

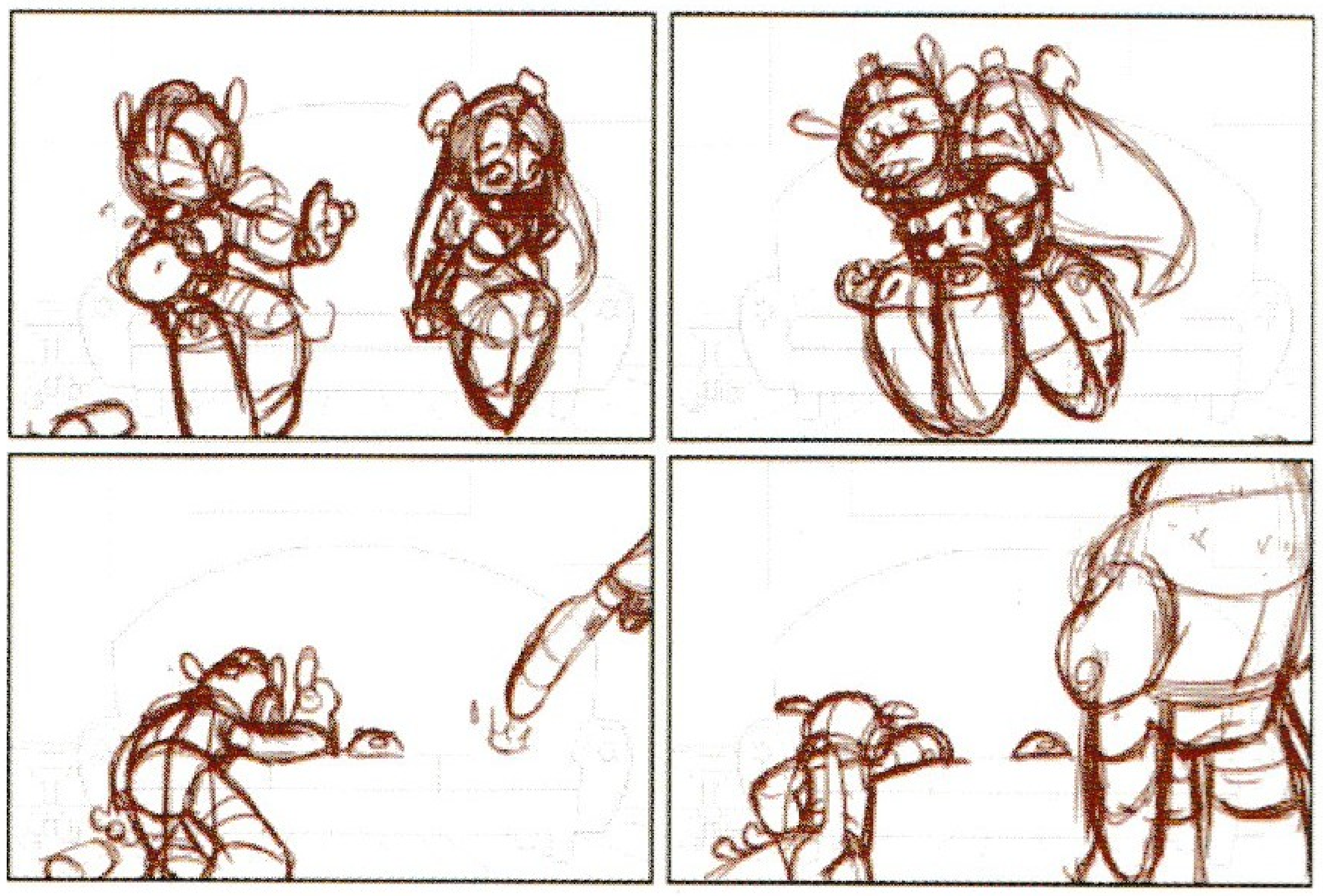
#040: HCKKK!

JULY 14, 2012

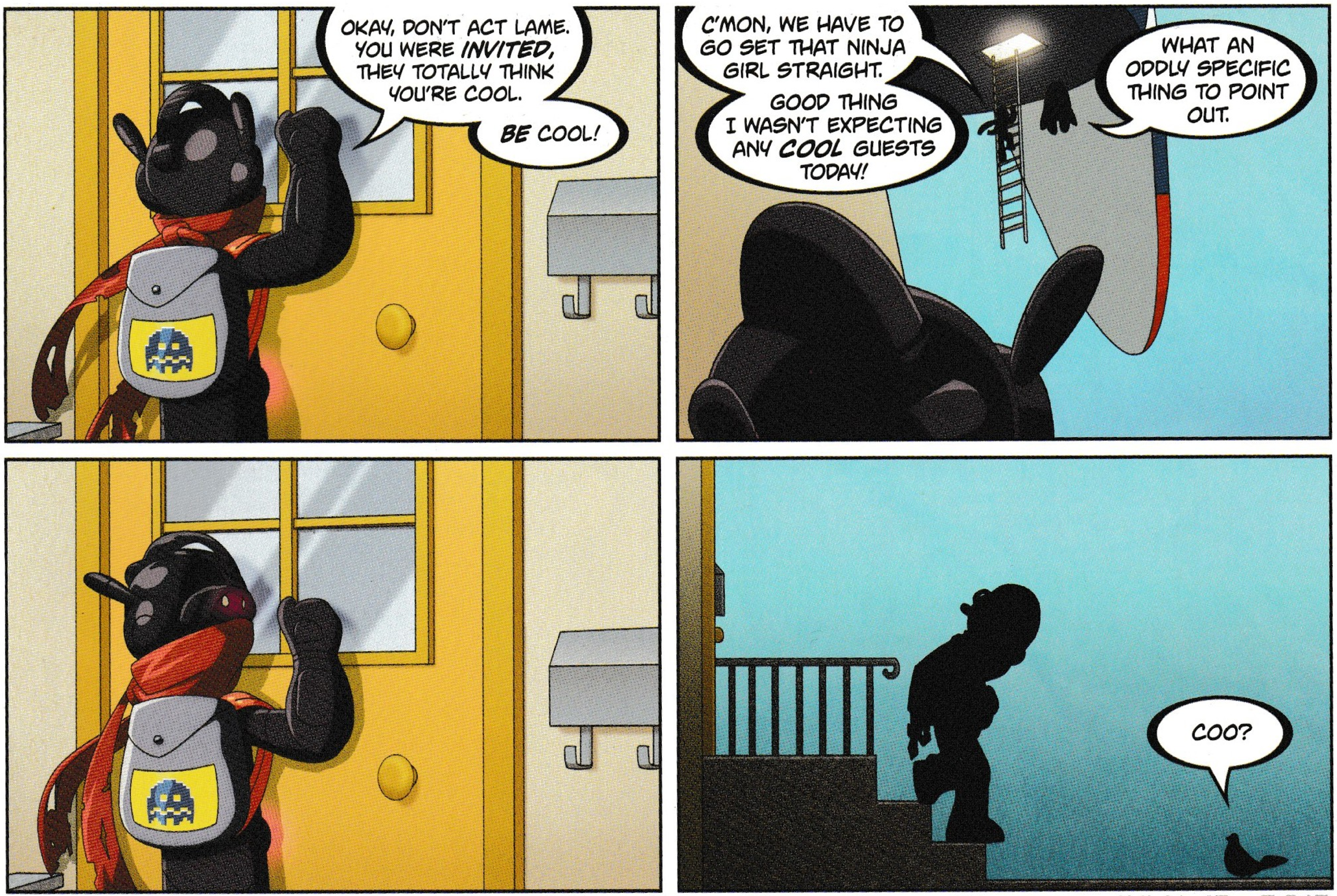
## COMMENTS

**MATT:** When someone is choking is usually the best time to ask them out on a date.

**DAX:** I think I've redrawn this hug pose in one ***Waya*** or another five or so times during this series. #charm #history



ROUGH LAYOUT


OKAY, DON'T ACT LAME. YOU WERE *INVITED,* THEY TOTALLY THINK YOU'RE COOL.
*BE* COOL!
C'MON, WE HAVE TO GO SET THAT NINJA GIRL STRAIGHT.
GOOD THING I WASN'T EXPECTING ANY *COOL* GUESTS TODAY!
WHAT AN ODDLY SPECIFIC THING TO POINT OUT.
COO?

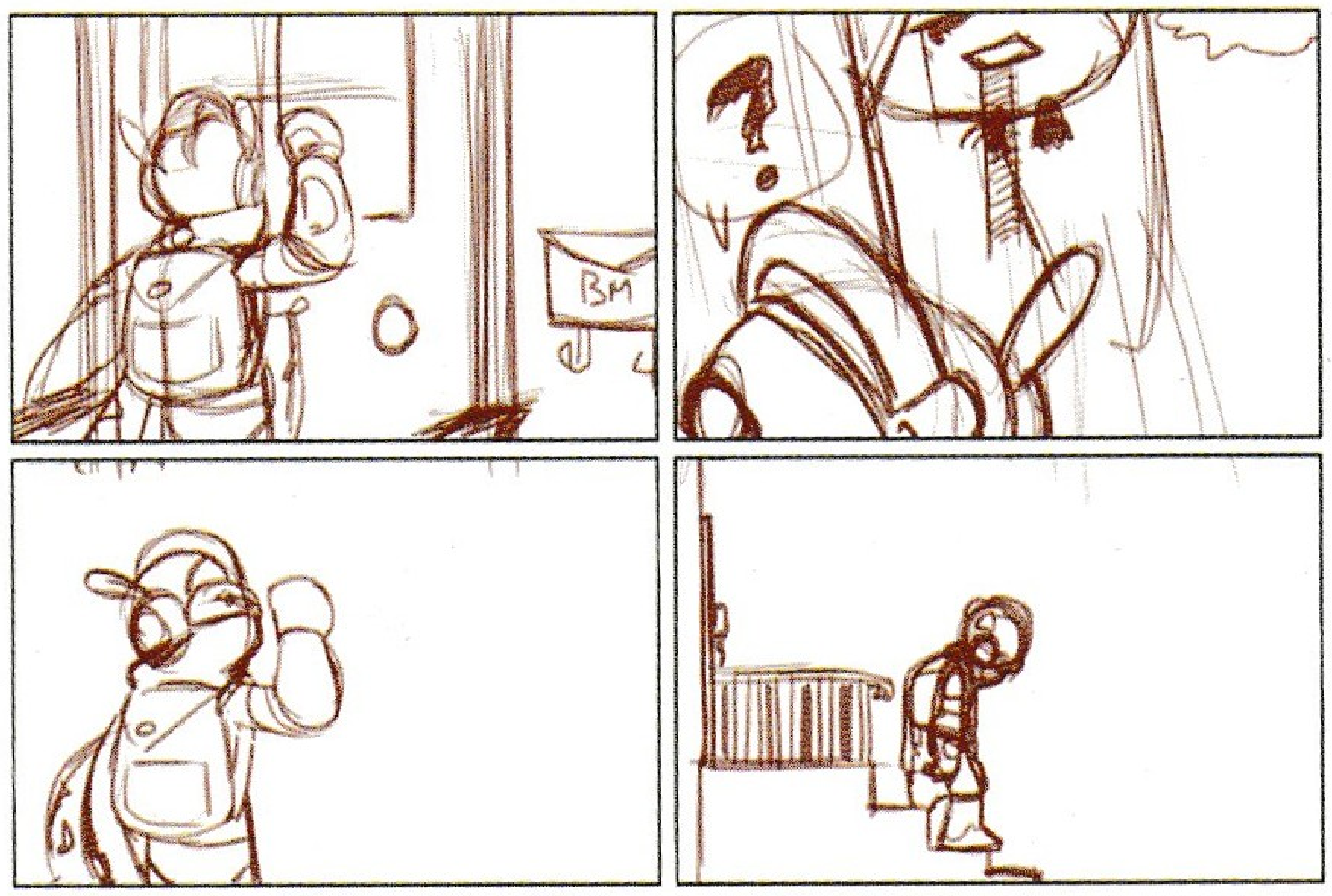
#041: FORGOTTEN

JULY 17, 2012

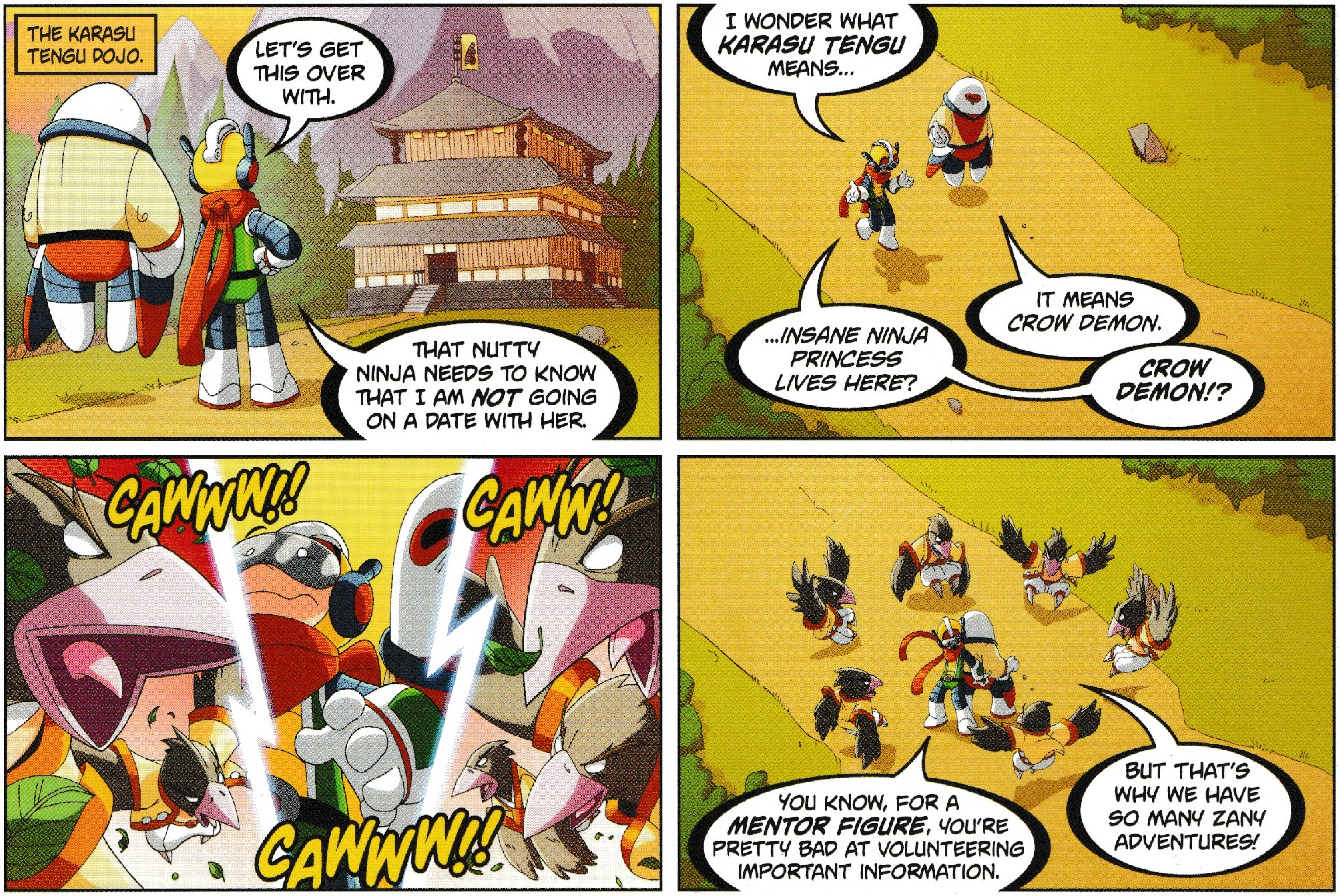
## COMMENTS

**MATT:** D'awww... poor little guy... but I bet we can be even meaner next time!

**DAX:** You know the writer is doing something right if even I felt bad working on this one... There is another strip that's worse, but we will get to it later.



ROUGH LAYOUT


THE KARASU TENGU DOJO.
LET'S GET THIS OVER WITH.
THAT NUTTY NINJA NEEDS TO KNOW THAT I AM *NOT* GOING ON A DATE WITH HER.
I WONDER WHAT *KARASU TENGU* MEANS...
...INSANE NINJA PRINCESS LIVES HERE?
IT MEANS CROW DEMON.
*CROW DEMON!?*
CAWWW!!
CAWW!
CAWWW!!
YOU KNOW, FOR A *MENTOR FIGURE*, YOU'RE PRETTY BAD AT VOLUNTEERING IMPORTANT INFORMATION.
BUT THAT'S WHY WE HAVE SO MANY ZANY ADVENTURES!

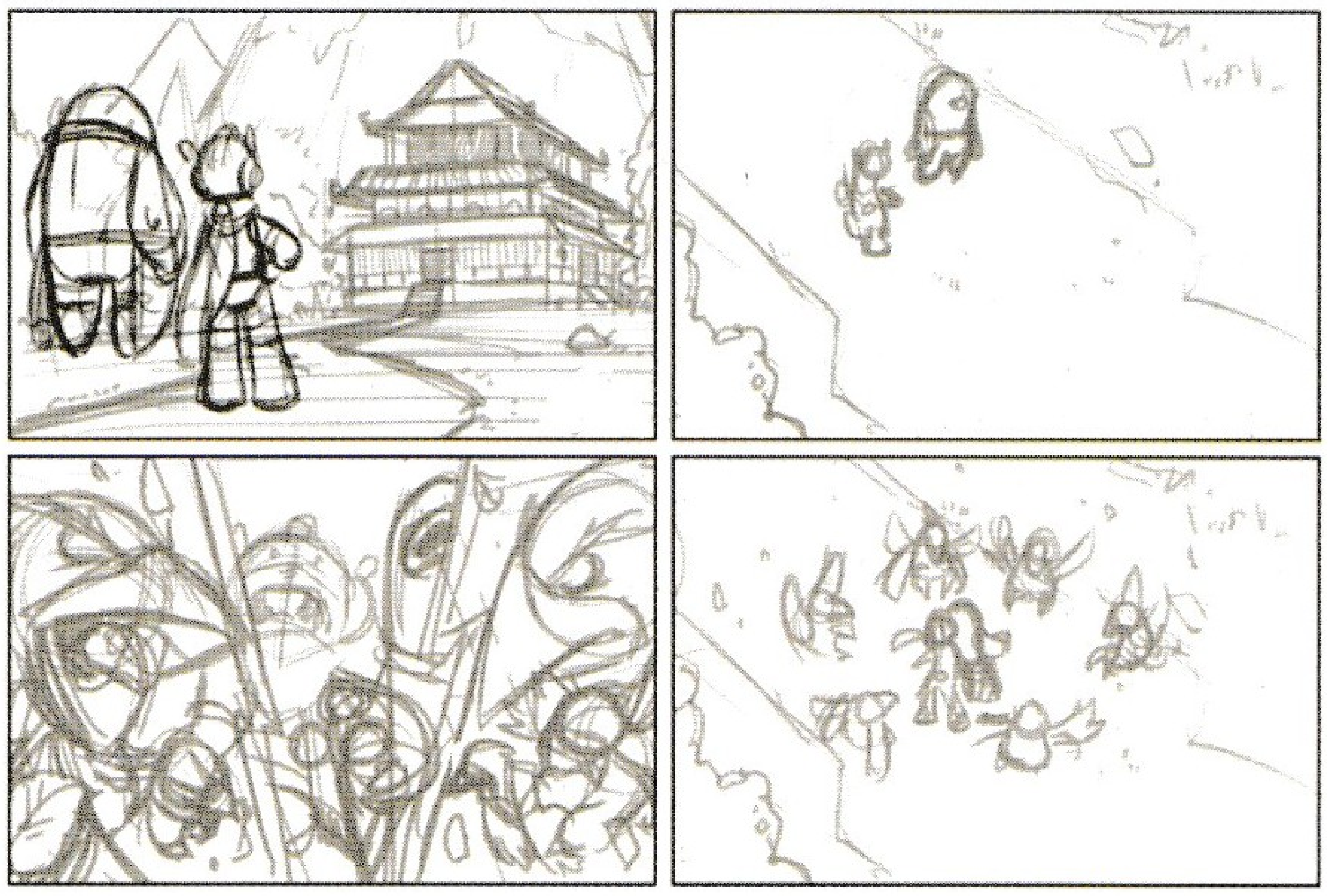
#042: UH-OH AT THE DOJO

JULY 19, 2012

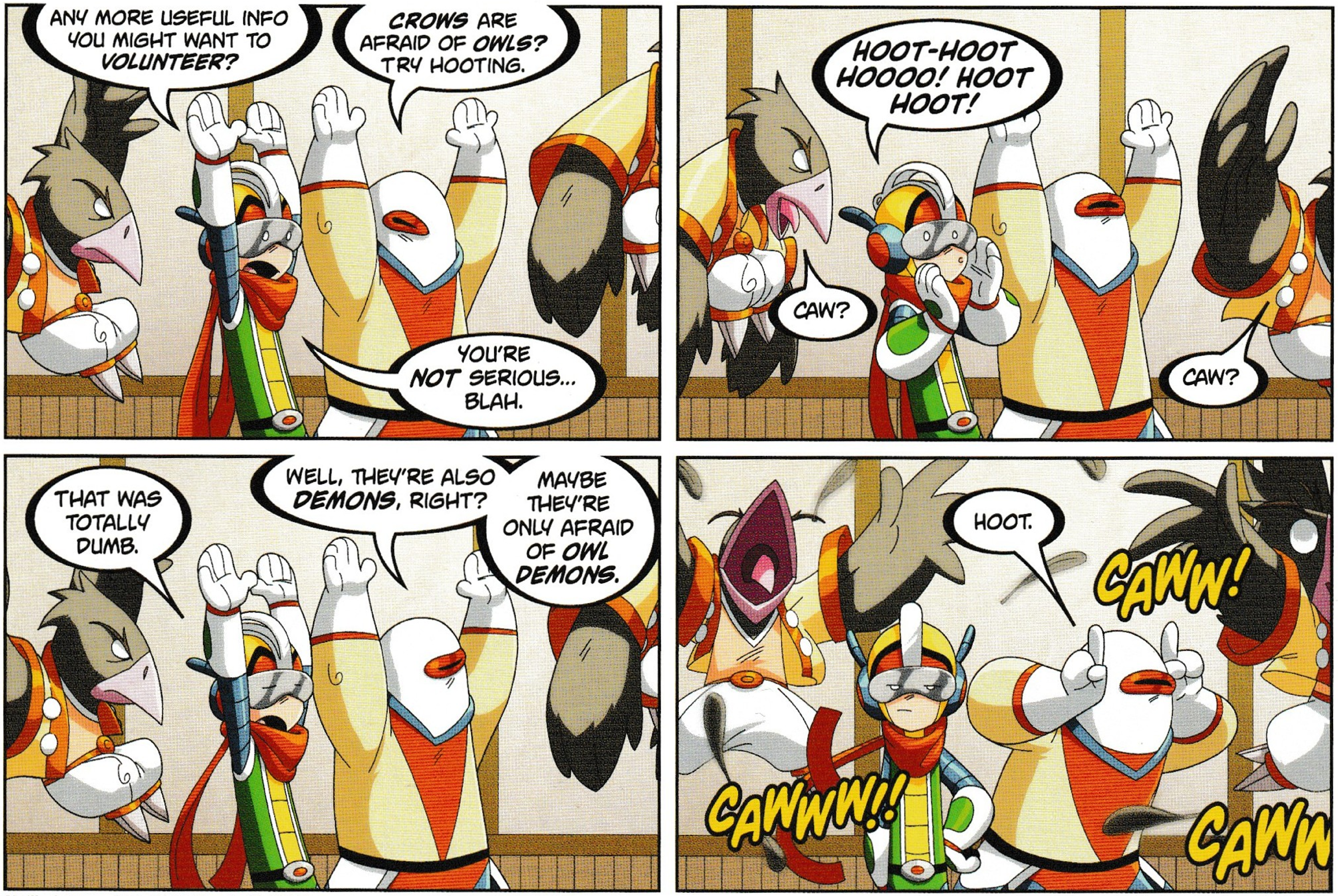
## COMMENTS

**MATT:** The Tengu turned out really great. Both cute and scary!

**DAX:** That temple was hard to draw… Gimme characters any day of the week. :P



ROUGH LAYOUT


ANY MORE USEFUL INFO YOU MIGHT WANT TO VOLUNTEER?
CROWS ARE AFRAID OF OWLS? TRY HOOTING.
YOU'RE NOT SERIOUS... BLAH.
HOOT-HOOT HOOOO! HOOT HOOT!
CAW?
CAW?
THAT WAS TOTALLY DUMB.
WELL, THEY'RE ALSO DEMONS, RIGHT?
MAYBE THEY'RE ONLY AFRAID OF OWL DEMONS.
HOOT.
CAWW!
CAWWW!!
CAWW

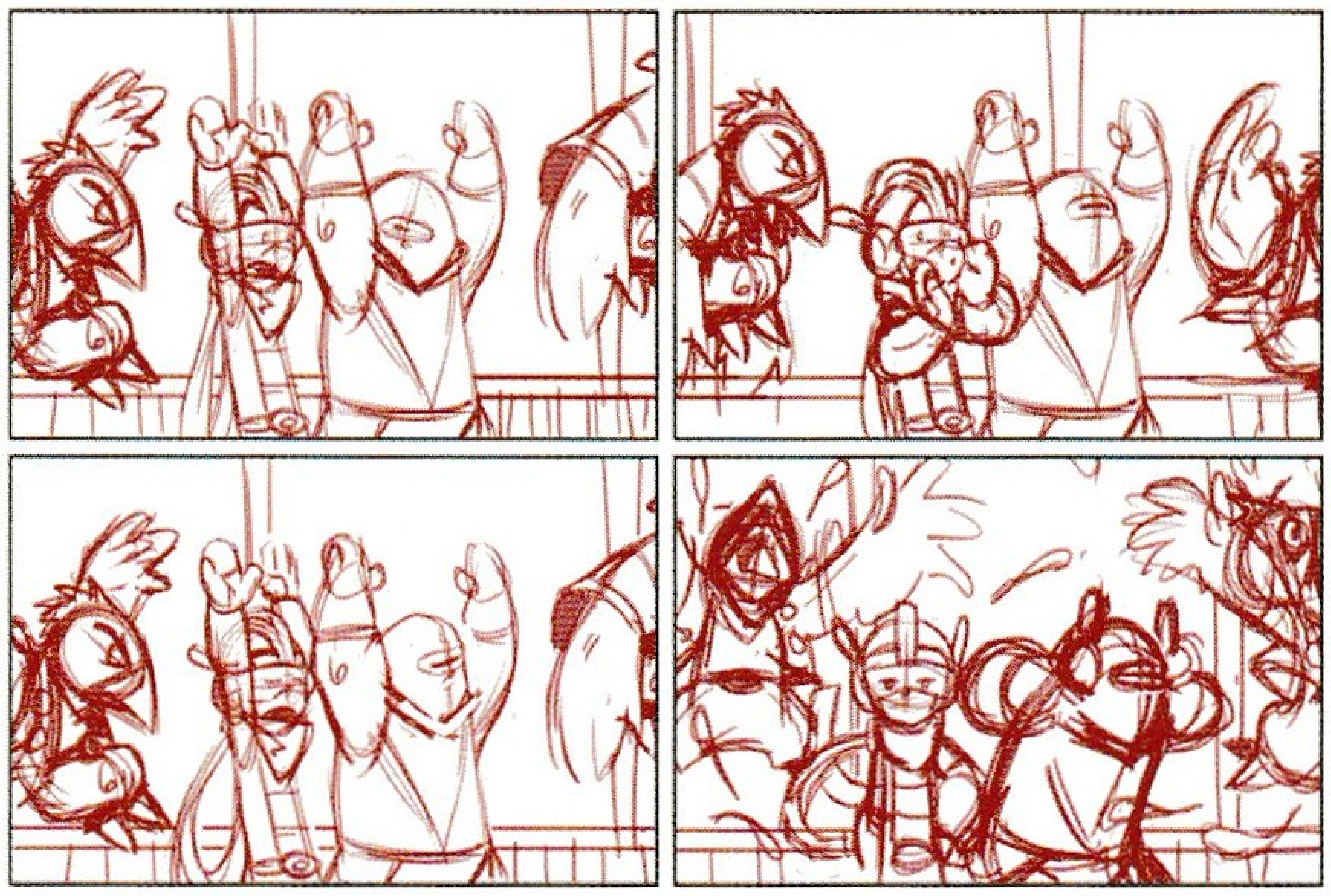
#043: ALPHA LOGIC

JULY 21, 2012

## COMMENTS

**MATT:** This is totally just me Googling "Do crows have any natural predators?" and going "Oh, owls? Owl joke it is!"

**DAX:** I'm not sure if it was my idea to have Bravo break the fourth wall here, but I like that we are able to do that in this series. I think it's just another thing that gives it that #charm and brings readers into the fold.



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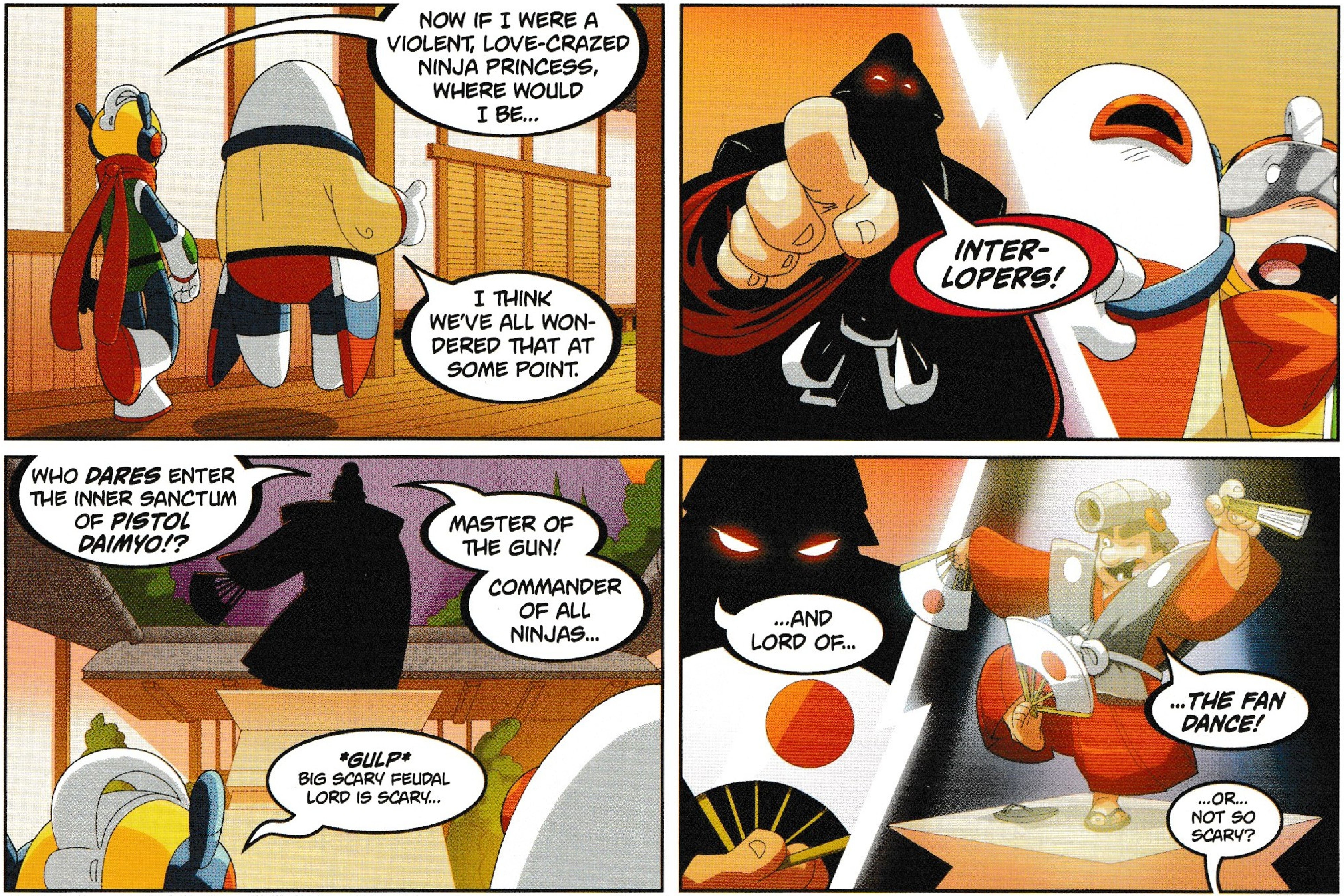

NOW IF I WERE A VIOLENT, LOVE-CRAZED NINJA PRINCESS, WHERE WOULD I BE...
I THINK WE'VE ALL WONDERED THAT AT SOME POINT.
INTER-LOPERS!
WHO *DARES* ENTER THE INNER SANCTUM OF *PISTOL DAIMYO!?*
MASTER OF THE GUN!
COMMANDER OF ALL NINJAS...
*GULP* BIG SCARY FEUDAL LORD IS SCARY...
...AND LORD OF...
...THE FAN DANCE!
...OR... NOT SO SCARY?

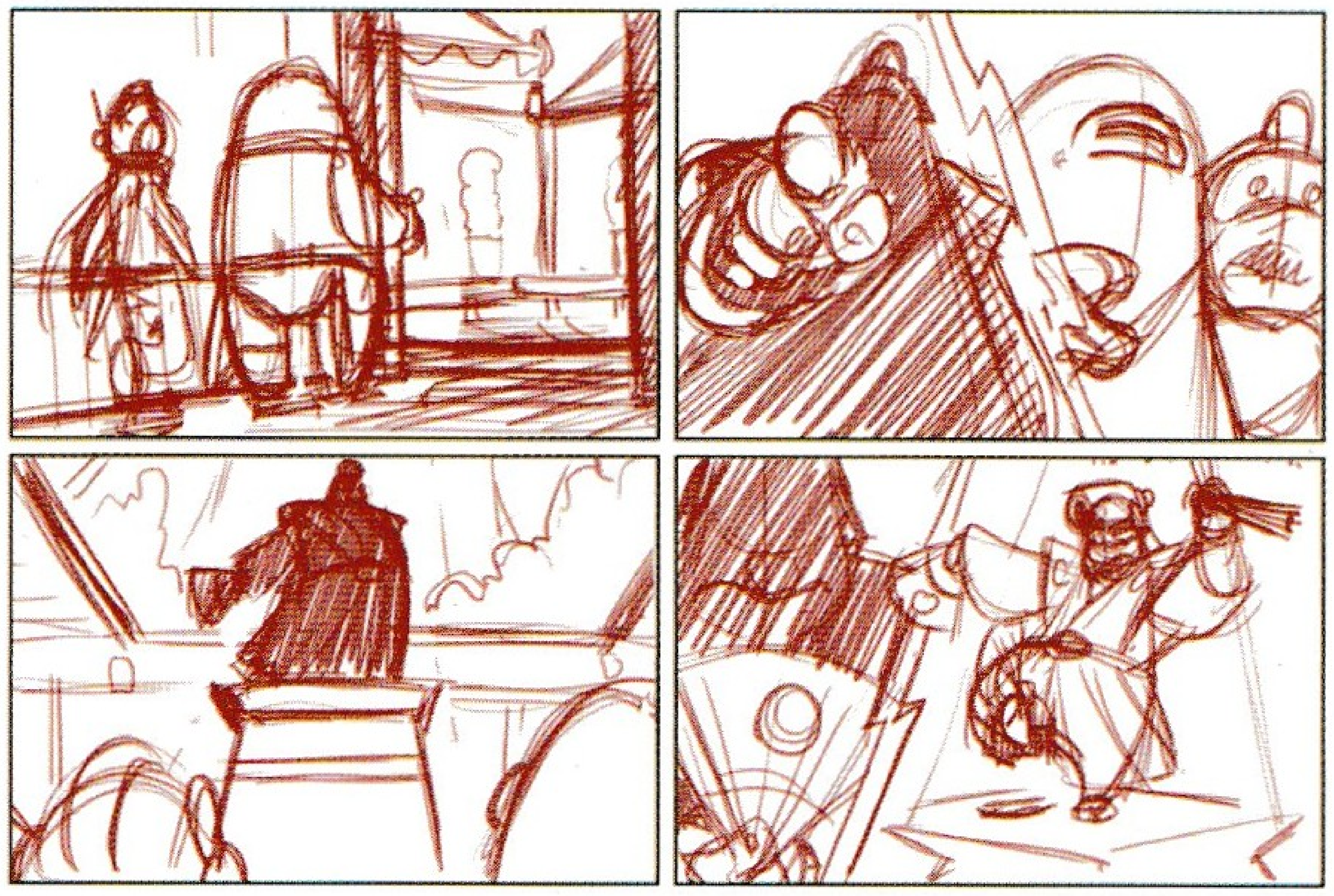
#044: DAIMYO DROP-IN

JULY 24, 2012

## COMMENTS

**MATT:** Pistol Daimyo was one of the bosses from the original *Bravoman* game. In the game, he floats around by waving fans with his hands and feet. We brought him down to Earth a bit for the comic version, but I'm glad we kept a reference to the old-school goofiness.

**DAX:** Pistol Daimyo!!! Luckily, I haven't had to draw him doing the fan dance too many times... but as a throwback to the original game, I dig it.



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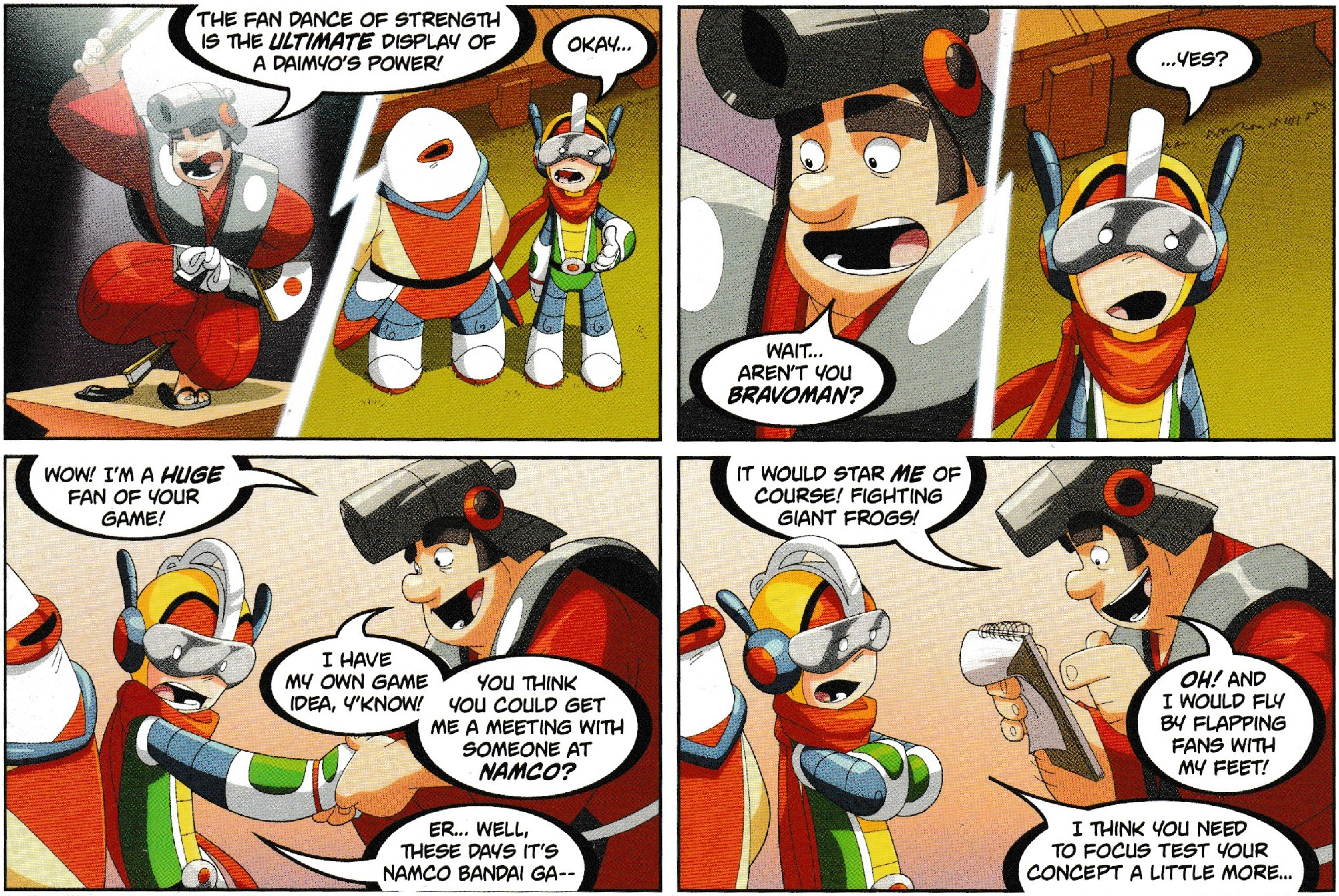

THE FAN DANCE OF STRENGTH IS THE ULTIMATE DISPLAY OF A DAIMYO'S POWER!
OKAY...
...YES?
WAIT... AREN'T YOU BRAVOMAN?
WOW! I'M A HUGE FAN OF YOUR GAME!
I HAVE MY OWN GAME IDEA, Y'KNOW!
YOU THINK YOU COULD GET ME A MEETING WITH SOMEONE AT NAMCO?
ER... WELL, THESE DAYS IT'S NAMCO BANDAI GA--
IT WOULD STAR ME OF COURSE! FIGHTING GIANT FROGS!
OH! AND I WOULD FLY BY FLAPPING FANS WITH MY FEET!
I THINK YOU NEED TO FOCUS TEST YOUR CONCEPT A LITTLE MORE...

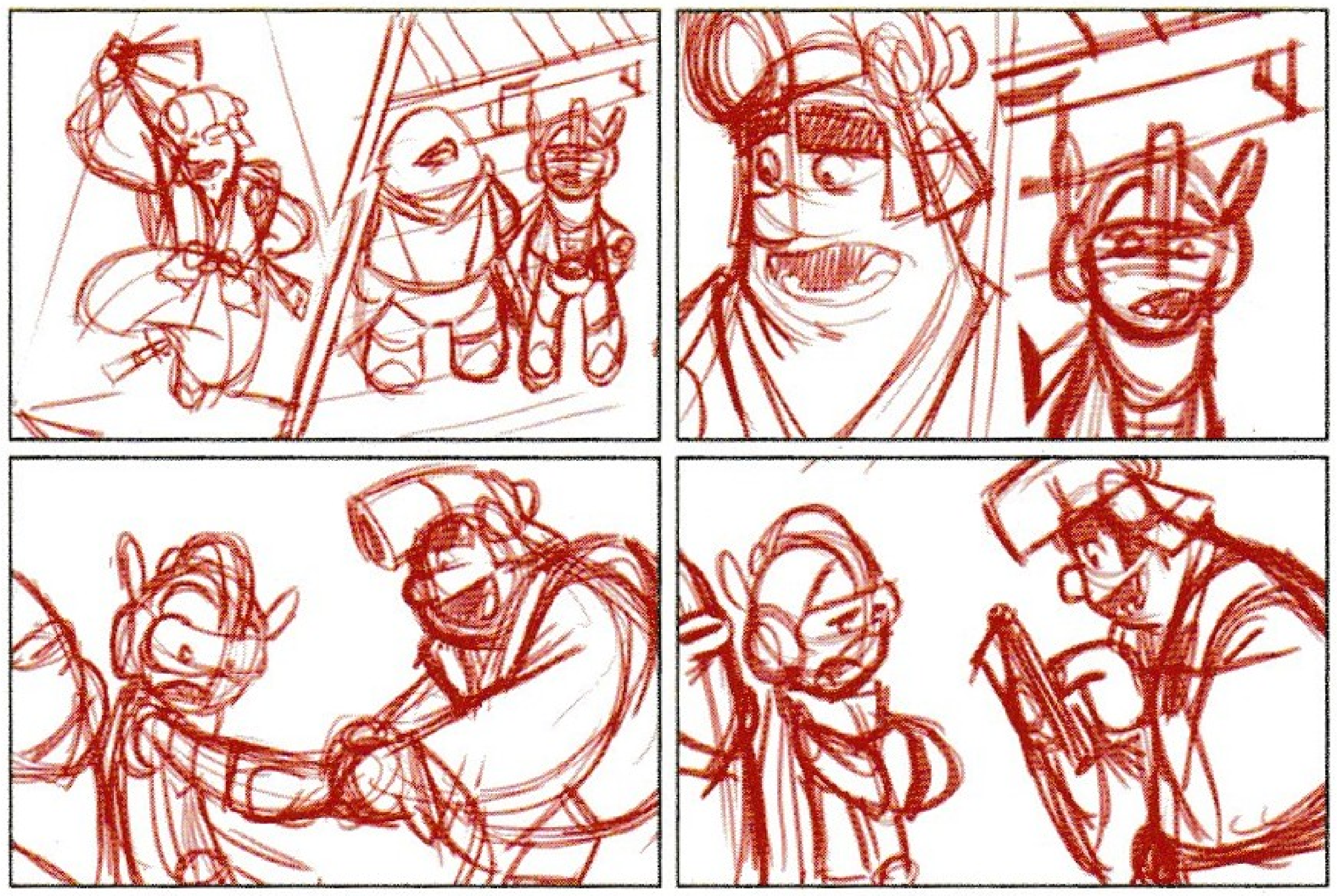
#045: SUPER FAN

JULY 26, 2012

## COMMENTS

**MATT:** Waya Hime, Anti-Bravoman, Pistol Daimyo... I seem to have an ongoing theme of antagonists who actually really like the hero, heh. While Anti-Bravoman both hates and secretly idolizes Bravoman as a hero, Pistol Daimyo is more of a Bravoman fanboy who sees our hero as a stepping stone for his own nerdy dreams. He is totally NOT like anyone I have met during my 10+ years working in the comics industry.

**DAX:** I always like drawing Pistol Daimyo. His face mostly, as I'm a sucker for huge eyebrows and he's one of the only *Bravoman* characters with a nose. ;P Fun fact: Notice how all the heroes don't have noses and the villains do?



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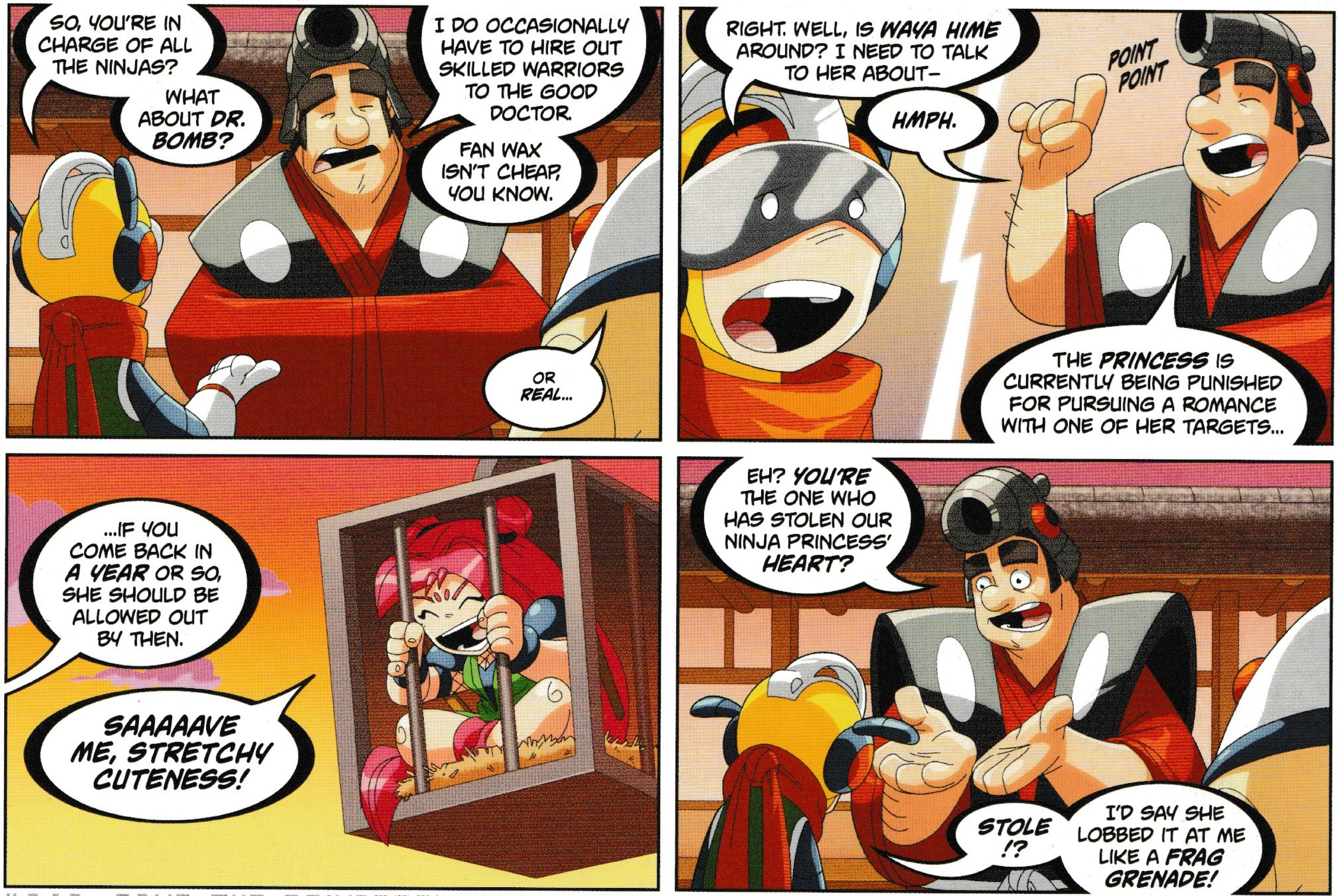

SO, YOU'RE IN CHARGE OF ALL THE NINJAS?
WHAT ABOUT DR. BOMB?
I DO OCCASIONALLY HAVE TO HIRE OUT SKILLED WARRIORS TO THE GOOD DOCTOR.
FAN WAX ISN'T CHEAP, YOU KNOW.
OR REAL...
RIGHT. WELL, IS WAYA HIME AROUND? I NEED TO TALK TO HER ABOUT–
HMPH.
POINT POINT
THE PRINCESS IS CURRENTLY BEING PUNISHED FOR PURSUING A ROMANCE WITH ONE OF HER TARGETS...
...IF YOU COME BACK IN A YEAR OR SO, SHE SHOULD BE ALLOWED OUT BY THEN.
SAAAAAVE ME, STRETCHY CUTENESS!
EH? YOU'RE THE ONE WHO HAS STOLEN OUR NINJA PRINCESS' HEART?
STOLE!?
I'D SAY SHE LOBBED IT AT ME LIKE A FRAG GRENADE!

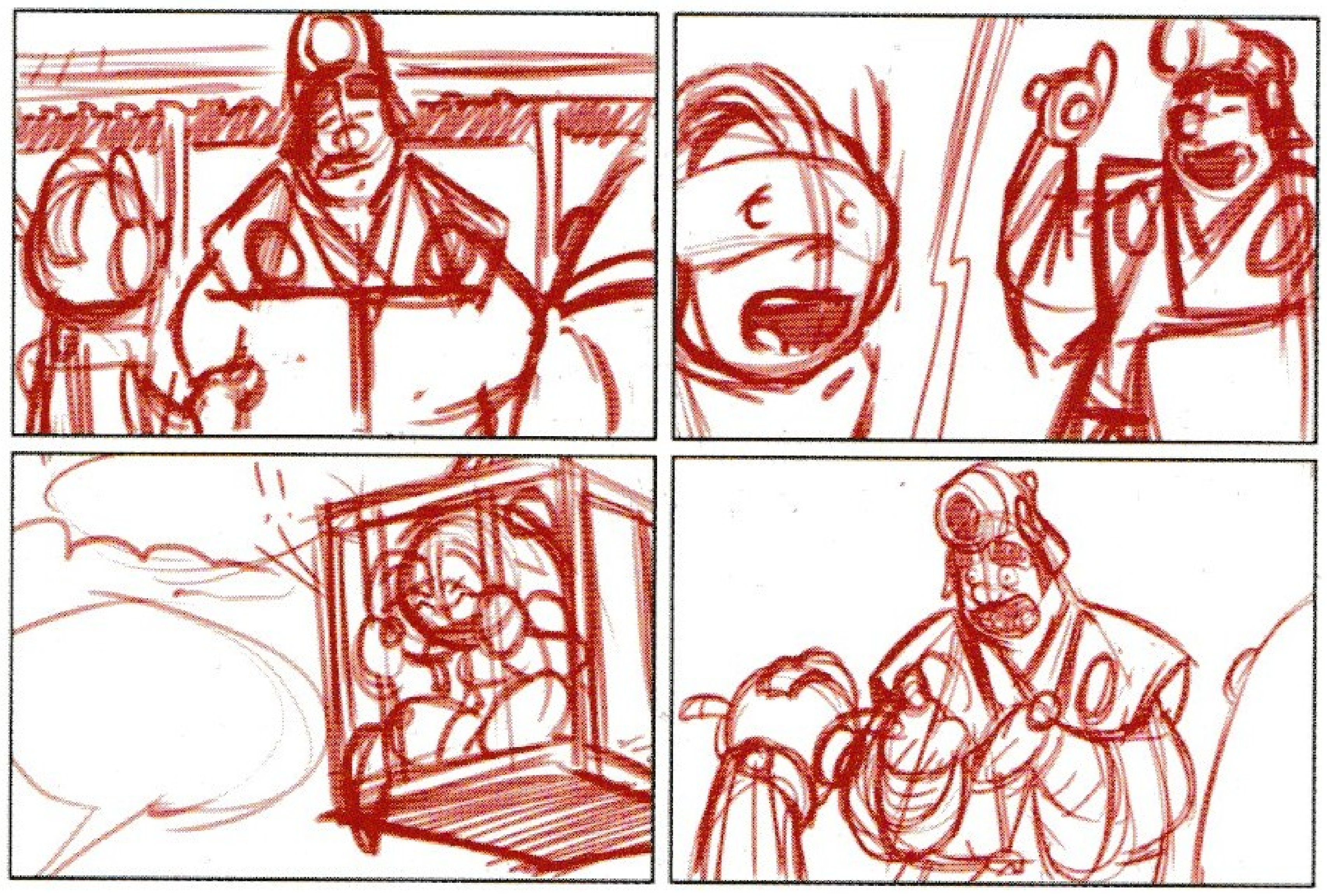
#046: SAVE THE PRINCESS!

JULY 28, 2012

## COMMENTS

**MATT:** I've seen a few fans surmise that Pistol Daimyo is Waya Hime's father, but he is actually just the guy in charge of the ninjas, the Tengu, and the Karasu Tengu Dojo.

**DAX:** Panel three = fun to draw, and also one of the most memorable Waya Hime lines so far.



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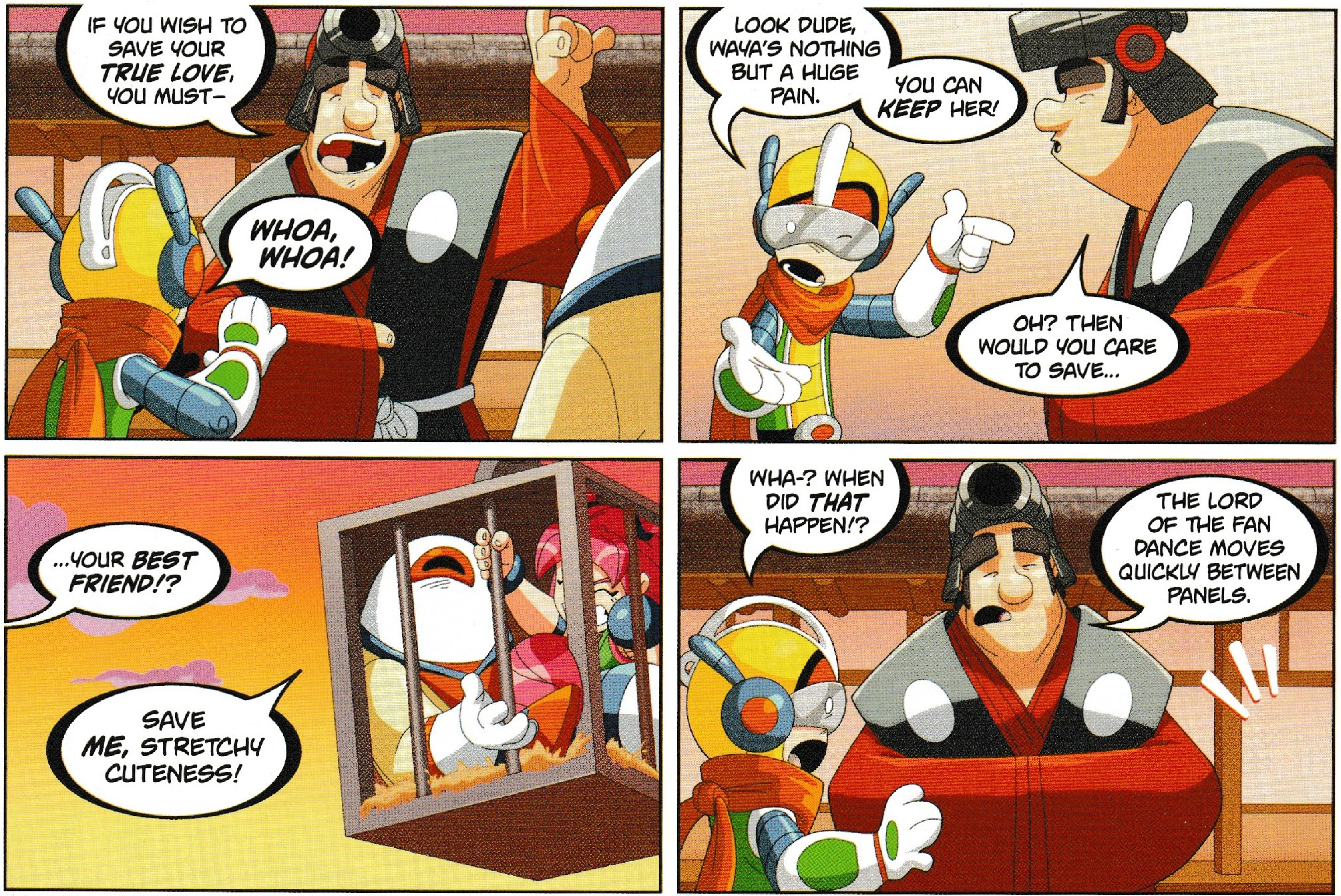

IF YOU WISH TO SAVE YOUR TRUE LOVE, YOU MUST–
WHOA, WHOA!
LOOK DUDE, WAYA'S NOTHING BUT A HUGE PAIN.
YOU CAN KEEP HER!
OH? THEN WOULD YOU CARE TO SAVE...
...YOUR BEST FRIEND!?
SAVE ME, STRETCHY CUTENESS!
WHA-? WHEN DID THAT HAPPEN!?
THE LORD OF THE FAN DANCE MOVES QUICKLY BETWEEN PANELS.
!!!

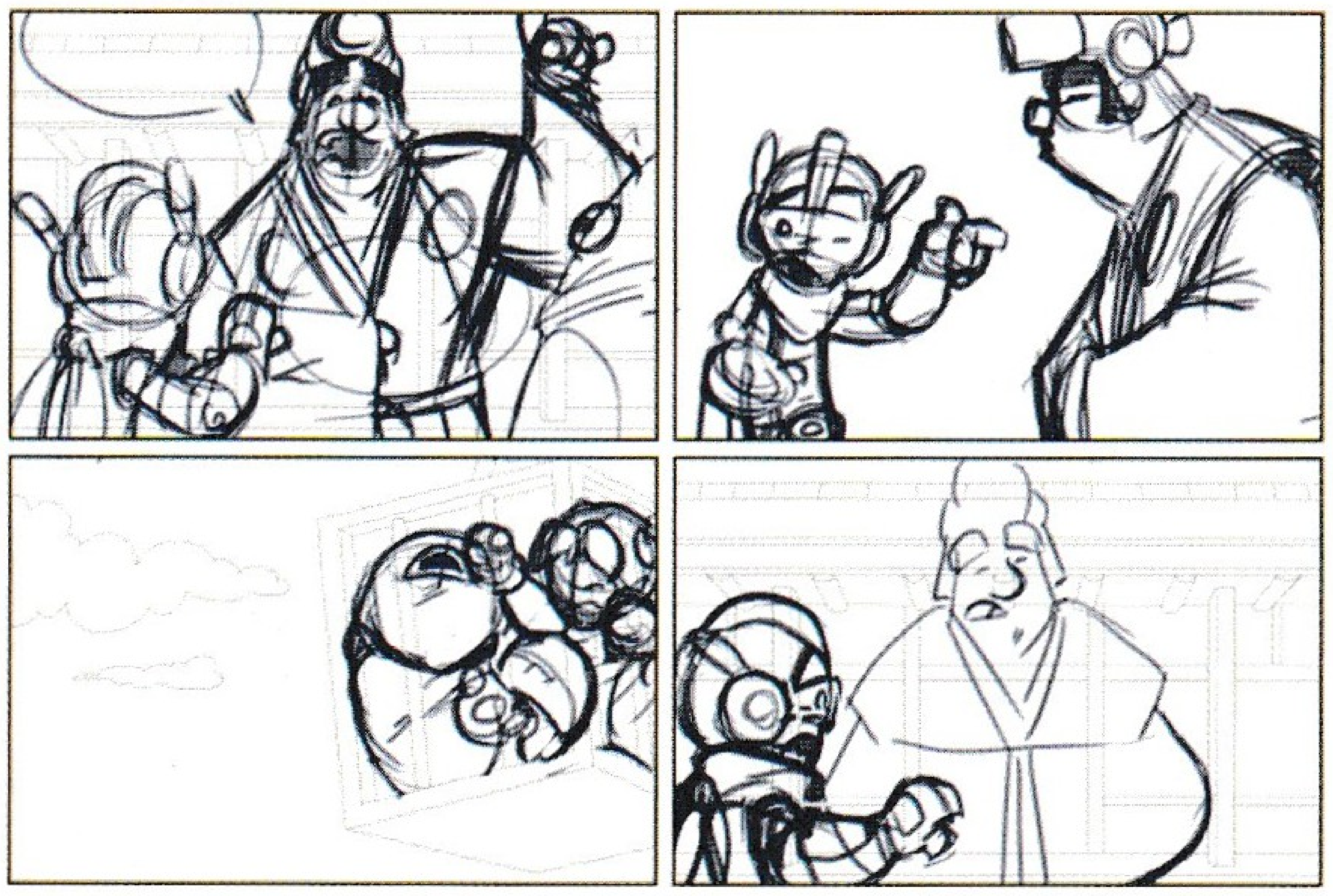
#047: SAVE THAT OTHER GUY!

JULY 31, 2012

## COMMENTS

**MATT:** I had to color this strip myself for some emergency reason. I hope it looks roughly similar to Josh's standard super-dee-duper coloring skills.

**DAX:** Oh, Alpha… always getting in trouble.



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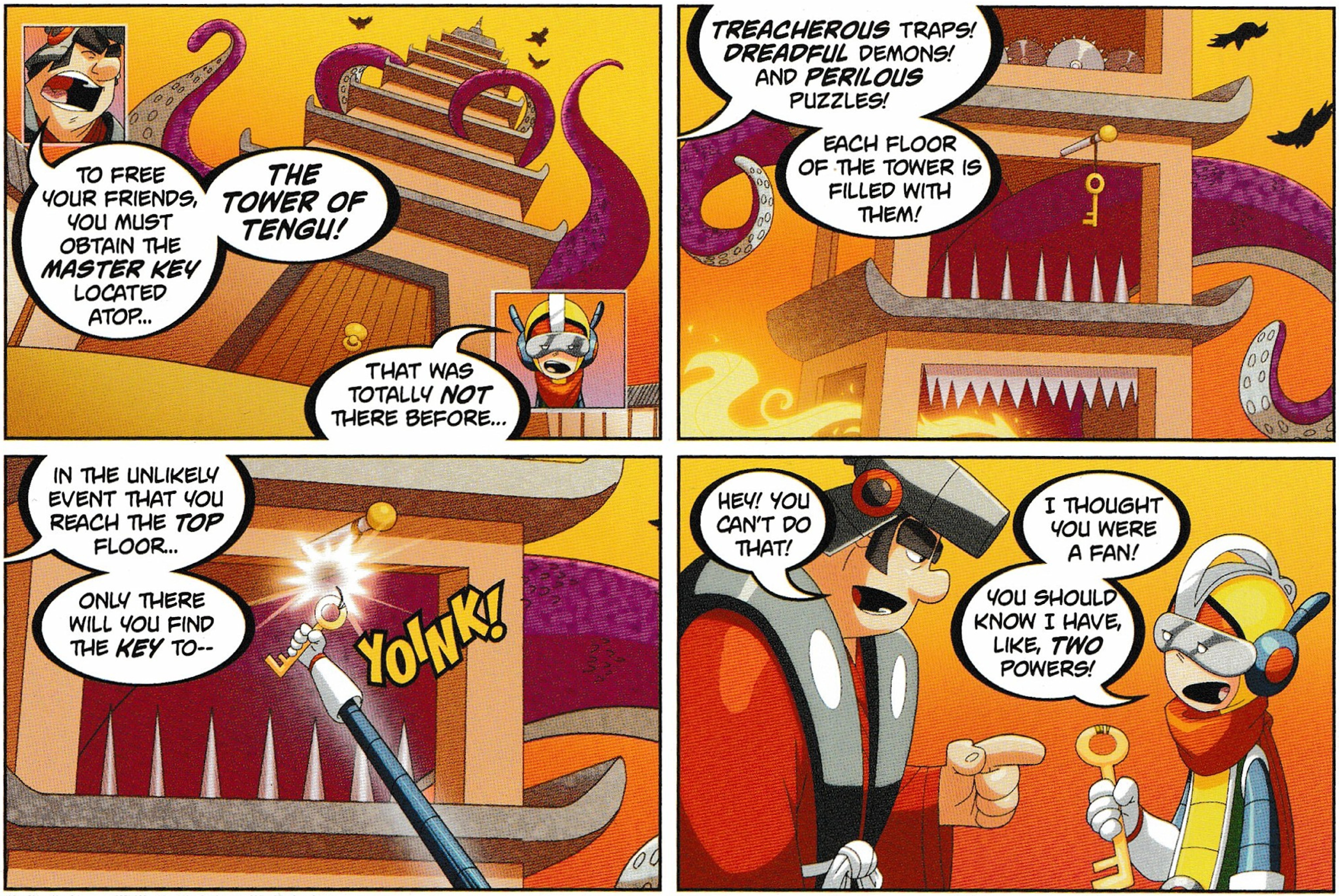

TO FREE YOUR FRIENDS, YOU MUST OBTAIN THE *MASTER KEY* LOCATED ATOP...
*THE TOWER OF TENGU!*
THAT WAS TOTALLY *NOT* THERE BEFORE...
*TREACHEROUS* TRAPS! *DREADFUL* DEMONS! AND *PERILOUS* PUZZLES!
EACH FLOOR OF THE TOWER IS FILLED WITH THEM!
IN THE UNLIKELY EVENT THAT YOU REACH THE *TOP* FLOOR...
ONLY THERE WILL YOU FIND THE *KEY* TO--
YOINK!
HEY! YOU CAN'T DO THAT!
I THOUGHT YOU WERE A FAN!
YOU SHOULD KNOW I HAVE, LIKE, *TWO* POWERS!

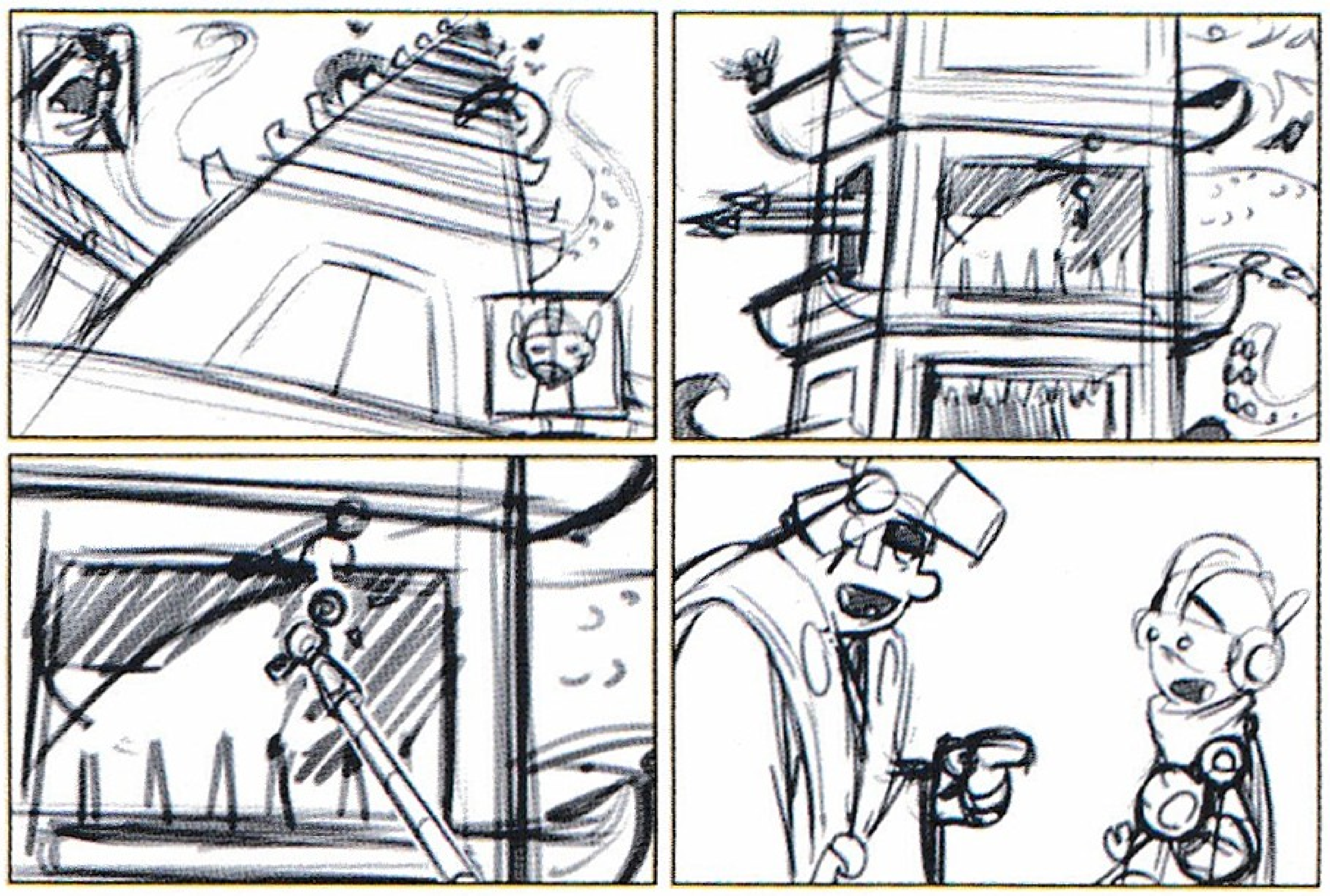
#048: TRIVIAL TOWER

AUGUST 02, 2012

## COMMENTS

**MATT:** Boy, that tower looks like it would have been an exciting adventure! Too bad Bravo ruined it...

**DAX:** Super fun and super fourth wall-breaking of extreme awesomeness. Why is there now a tower there? Just 'cuz.



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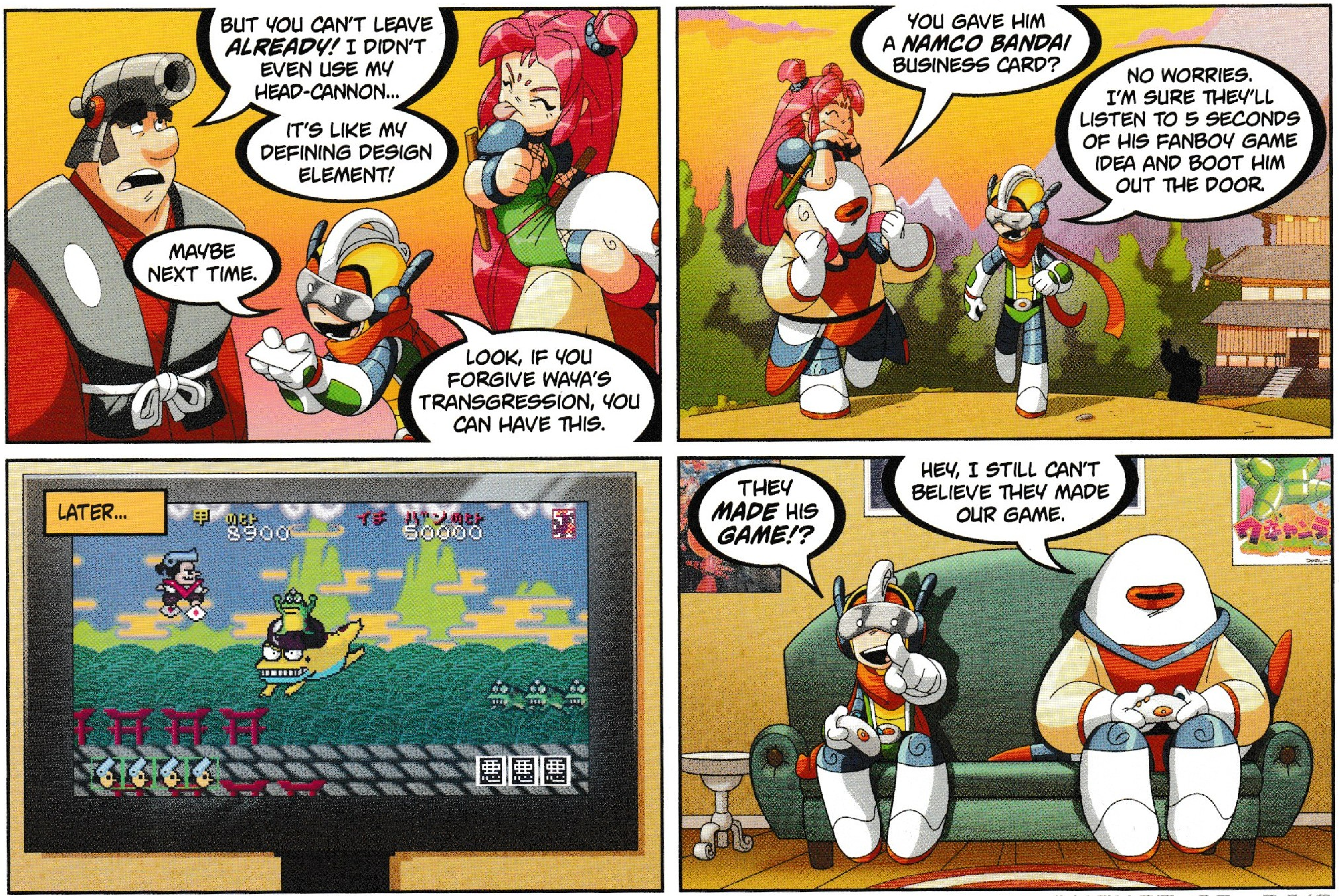

BUT YOU CAN'T LEAVE ALREADY! I DIDN'T EVEN USE MY HEAD-CANNON...
IT'S LIKE MY DEFINING DESIGN ELEMENT!
MAYBE NEXT TIME.
LOOK, IF YOU FORGIVE WAYA'S TRANSGRESSION, YOU CAN HAVE THIS.
YOU GAVE HIM A NAMCO BANDAI BUSINESS CARD?
NO WORRIES. I'M SURE THEY'LL LISTEN TO 5 SECONDS OF HIS FANBOY GAME IDEA AND BOOT HIM OUT THE DOOR.
LATER...
8900
50000
THEY MADE HIS GAME!?
HEY, I STILL CAN'T BELIEVE THEY MADE OUR GAME.

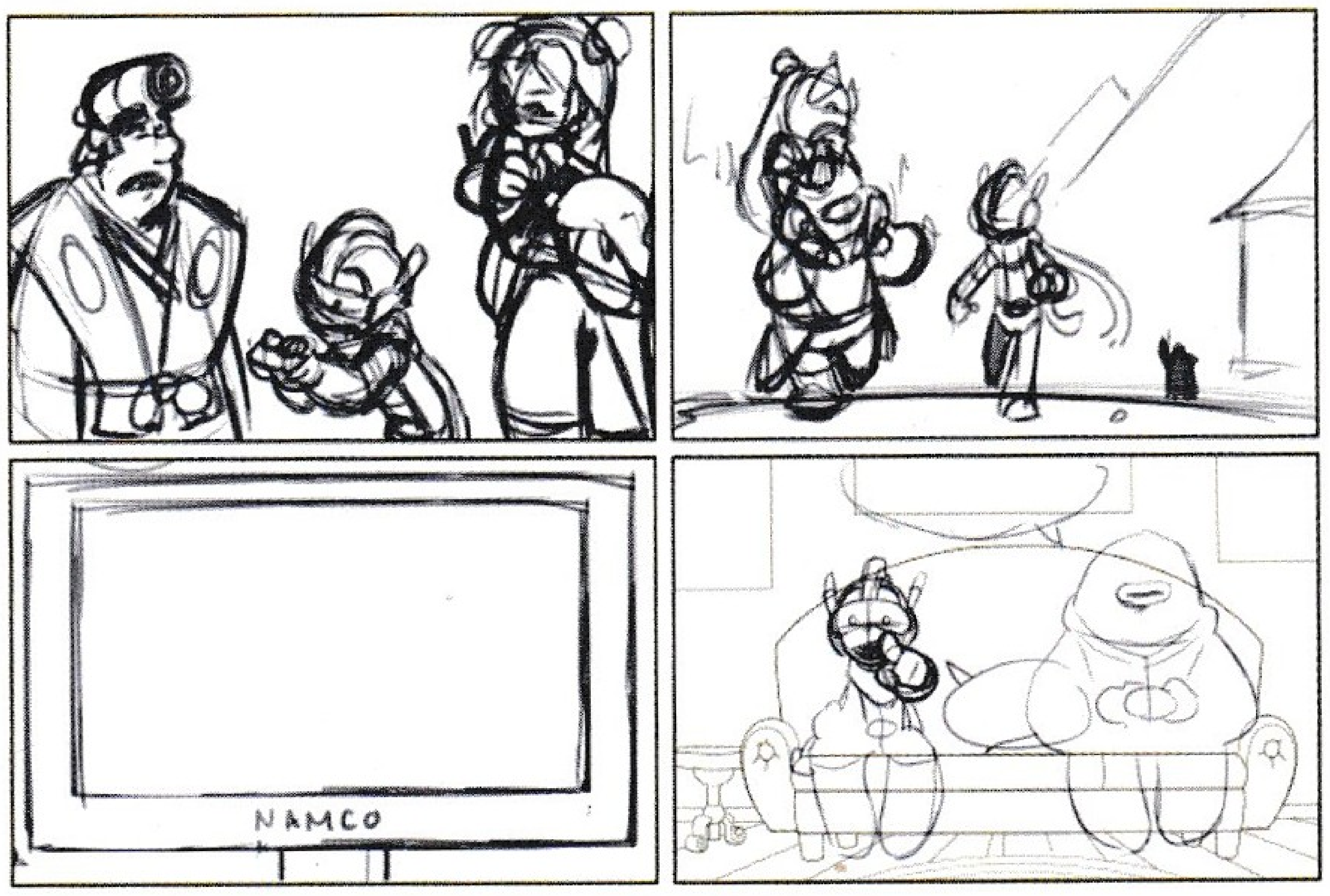
#049: DAIMYO DEALINGS

AUGUST 07, 2012

## COMMENTS

**MATT:** So in reality, Pistol Daimyo did get his own spin-off game back in 1990! It was a Japan-exclusive arcade title, and that's a real screenshot. I daresay the game is even stranger than *Bravoman* was.

**DAX:** One of my favorite Waya drawings in the series. Just another chance to show her smitten with our hero.



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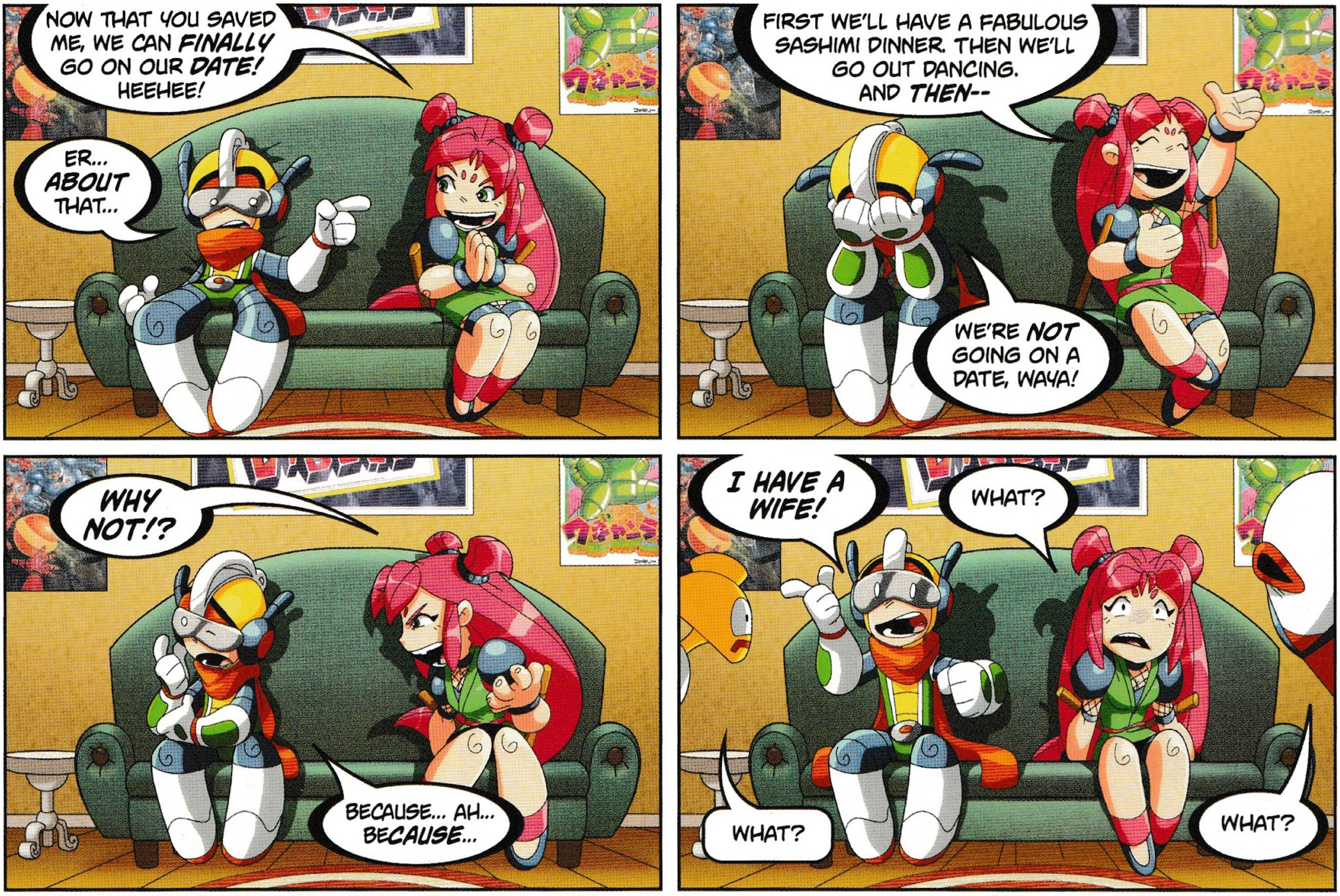

NOW THAT YOU SAVED ME, WE CAN *FINALLY* GO ON OUR *DATE!* HEEHEE!
ER... *ABOUT* THAT...
FIRST WE'LL HAVE A FABULOUS SASHIMI DINNER. THEN WE'LL GO OUT DANCING. AND *THEN*--
WE'RE *NOT* GOING ON A DATE, WAYA!
*WHY NOT!?*
BECAUSE... AH... BE*CAUSE*...
*I HAVE A WIFE!*
WHAT?
WHAT?
WHAT?

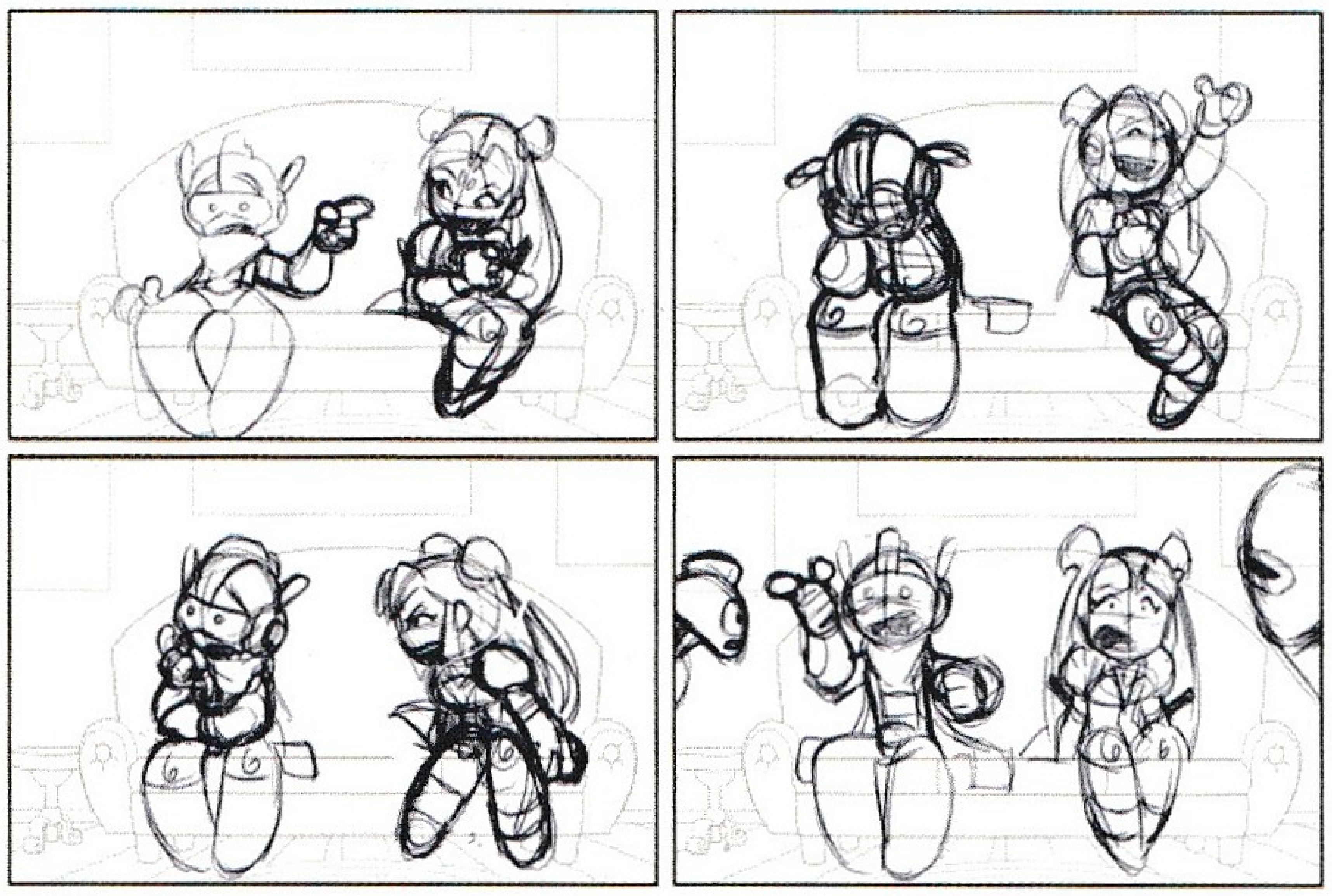
#050: PRINCESS PROBLEMS

AUGUST 09, 2012

**COMMENTS**

**MATT:** ...what!?

**DAX:** Bipolar much?



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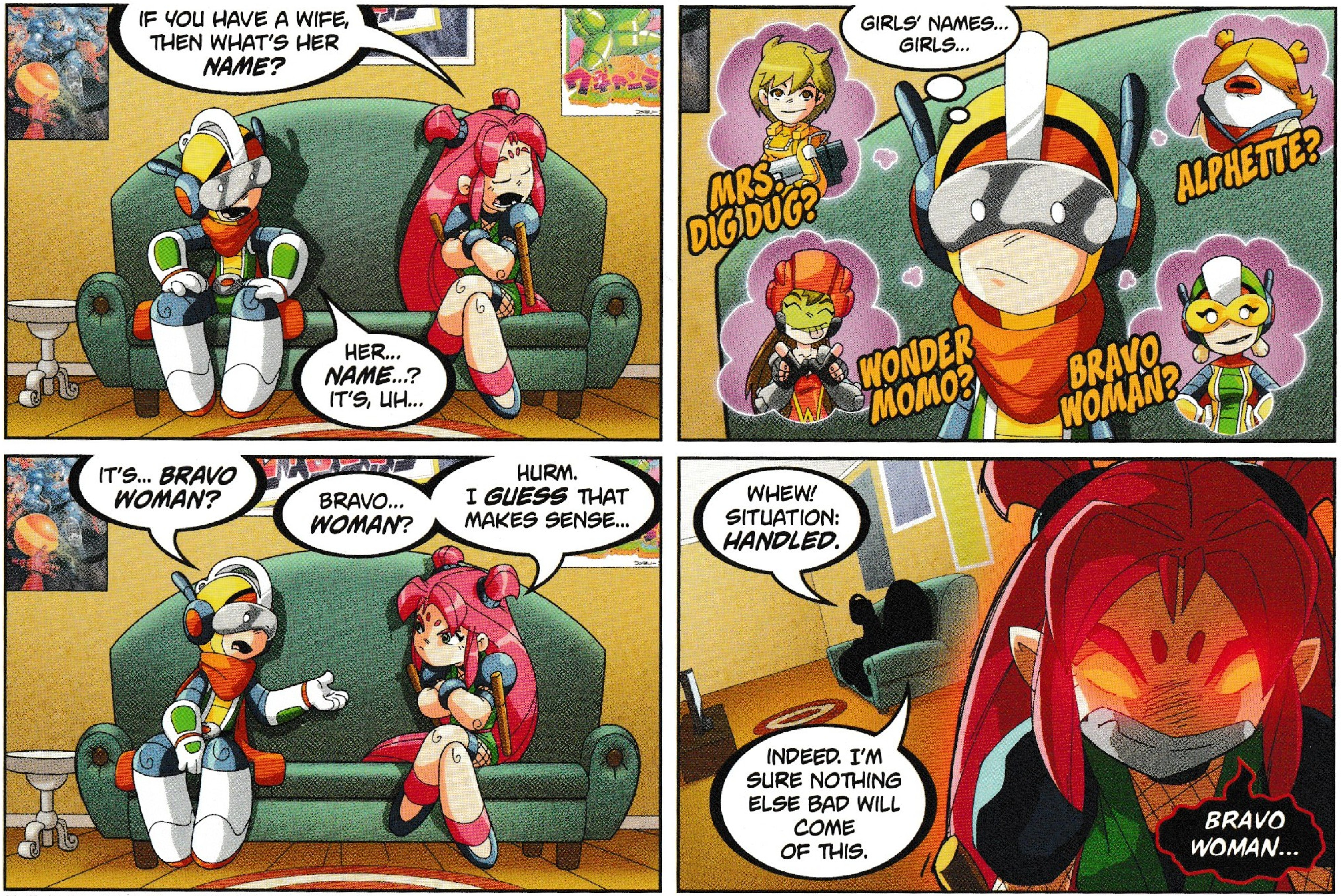
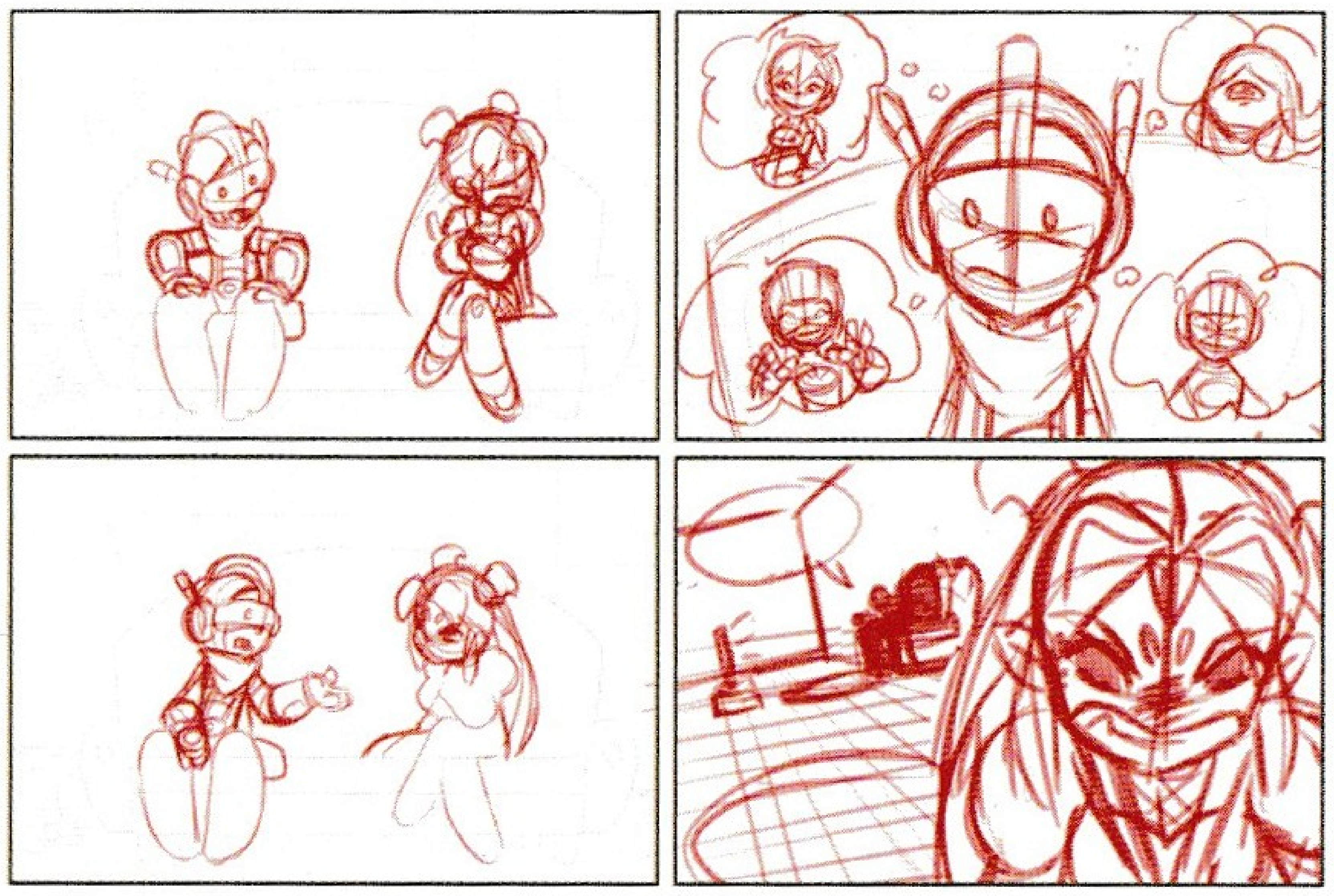

IF YOU HAVE A WIFE, THEN WHAT'S HER *NAME?*
HER... *NAME...?* IT'S, UH...
GIRLS' NAMES... GIRLS...
MRS. DIG DUG?
ALPHETTE?
WONDER MOMO?
BRAVO WOMAN?
IT'S... *BRAVO WOMAN?*
BRAVO... *WOMAN?*
HURM. I *GUESS* THAT MAKES SENSE...
WHEW! SITUATION: *HANDLED.*
INDEED. I'M SURE NOTHING ELSE BAD WILL COME OF THIS.
BRAVO WOMAN...

#051: MRS. BRAVOMAN? AUGUST 11, 2012

## COMMENTS

**MATT:** So we've got Bravo Woman, Alpha in a wig, Wonder Momo (the star of one of ShiftyLook's other top comics), and Mrs. Dig Dug, AKA Kissy from the game *Baraduke*.

**DAX:** This is Rob Pereyda's favorite strip. He tells me all the time. I think it has to do with the cameos of other Namco Bandai characters, which were a lot of fun to draw! I always like when cameo strips show up on my desk. This is also where I started playing with the dark side of Waya's character (a throwback to another game I spent a lot of time playing back in the day...).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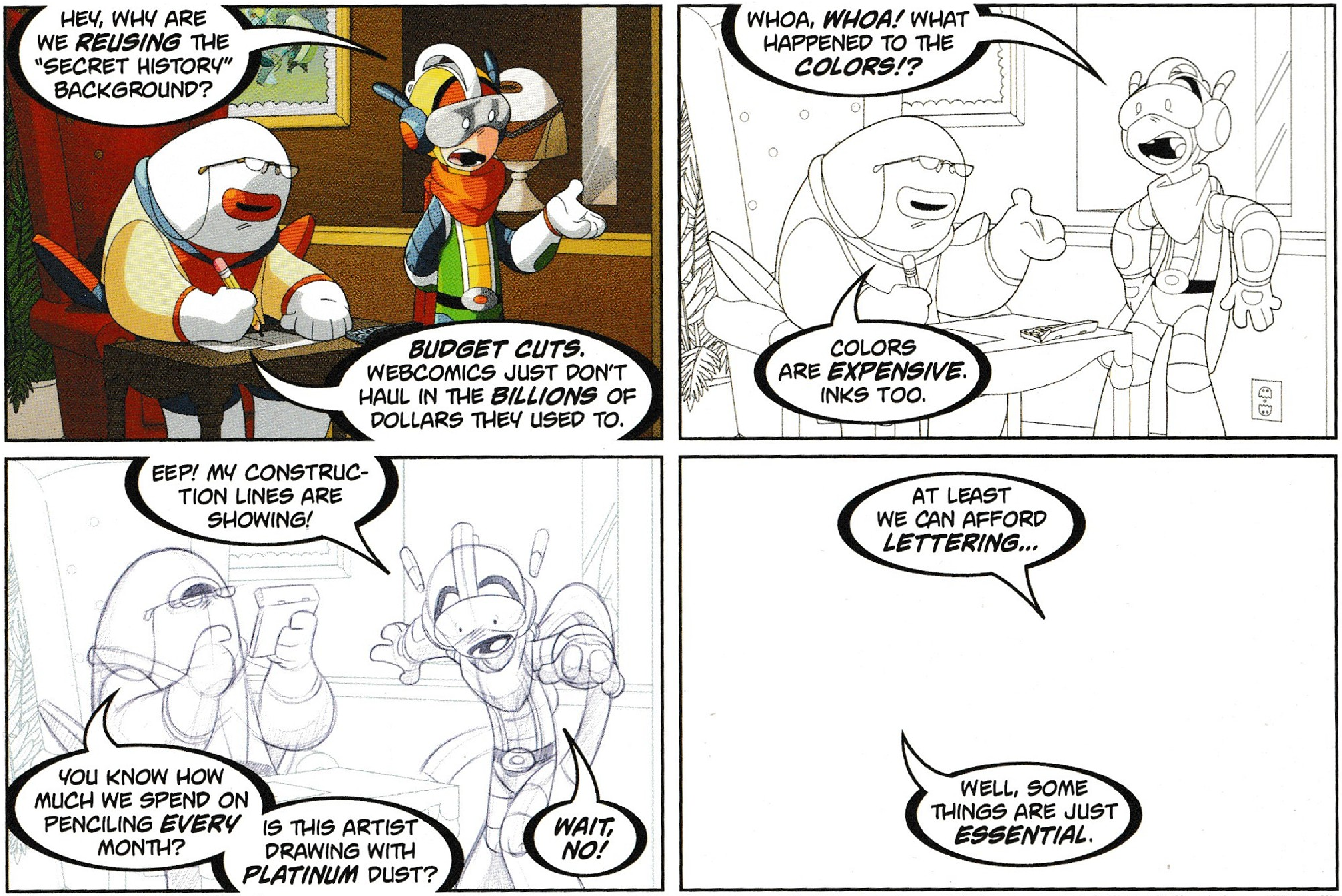

HEY, WHY ARE WE *REUSING* THE "SECRET HISTORY" BACKGROUND?
*BUDGET CUTS.* WEBCOMICS JUST DON'T HAUL IN THE *BILLIONS* OF DOLLARS THEY USED TO.
WHOA, *WHOA!* WHAT HAPPENED TO THE *COLORS!?*
COLORS ARE *EXPENSIVE.* INKS TOO.
EEP! MY CONSTRUCTION LINES ARE SHOWING!
YOU KNOW HOW MUCH WE SPEND ON PENCILING *EVERY* MONTH?
IS THIS ARTIST DRAWING WITH *PLATINUM* DUST?
*WAIT, NO!*
AT LEAST WE CAN AFFORD *LETTERING...*
WELL, SOME THINGS ARE JUST *ESSENTIAL.*

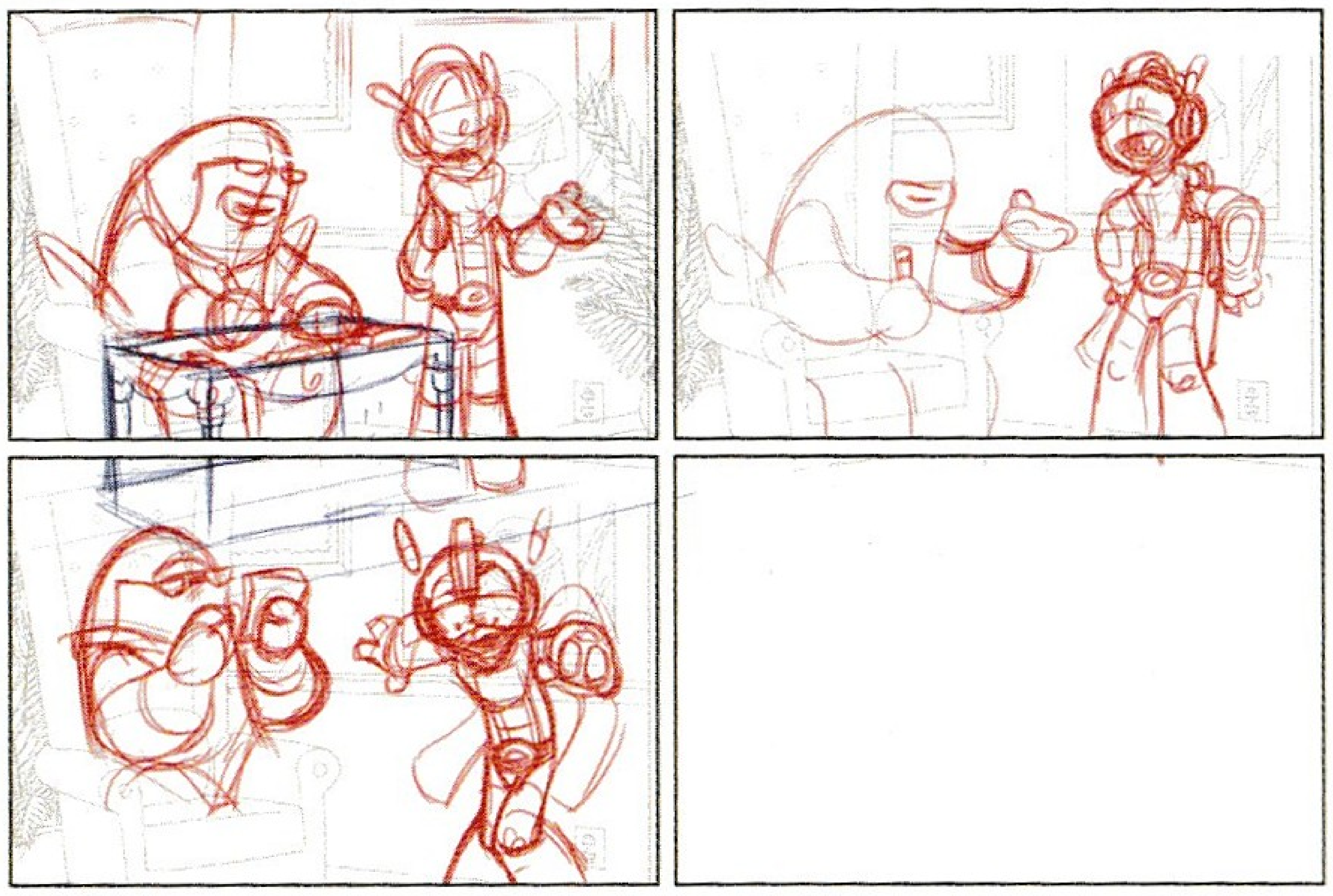
#052: BUDGET MAN

AUGUST 14, 2012

## COMMENTS

**MATT:** One of my very favorite strips. The one-off strips that play with the medium are always the most fun to write.

**DAX:** I can't say it enough... this strip was super fun to do. Such a cool concept. Fun fact: Notice Alpha in panel three wearing reading glasses. ;)



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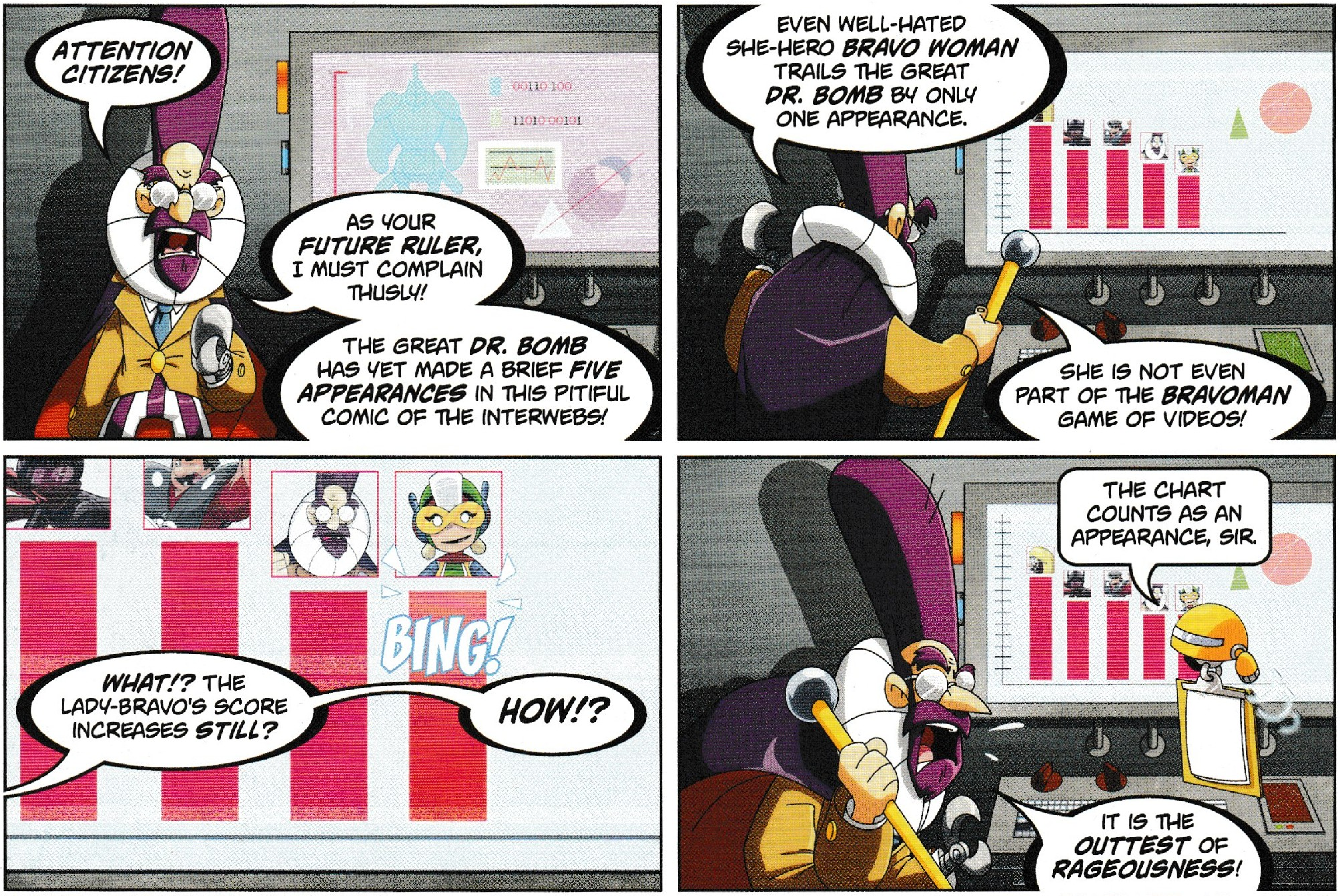

ATTENTION CITIZENS!
00110 100
11010 00101
AS YOUR FUTURE RULER, I MUST COMPLAIN THUSLY!
THE GREAT DR. BOMB HAS YET MADE A BRIEF FIVE APPEARANCES IN THIS PITIFUL COMIC OF THE INTERWEBS!
EVEN WELL-HATED SHE-HERO BRAVO WOMAN TRAILS THE GREAT DR. BOMB BY ONLY ONE APPEARANCE.
SHE IS NOT EVEN PART OF THE BRAVOMAN GAME OF VIDEOS!
BING!
WHAT!? THE LADY-BRAVO'S SCORE INCREASES STILL?
HOW!?
THE CHART COUNTS AS AN APPEARANCE, SIR.
IT IS THE OUTTEST OF RAGEOUSNESS!

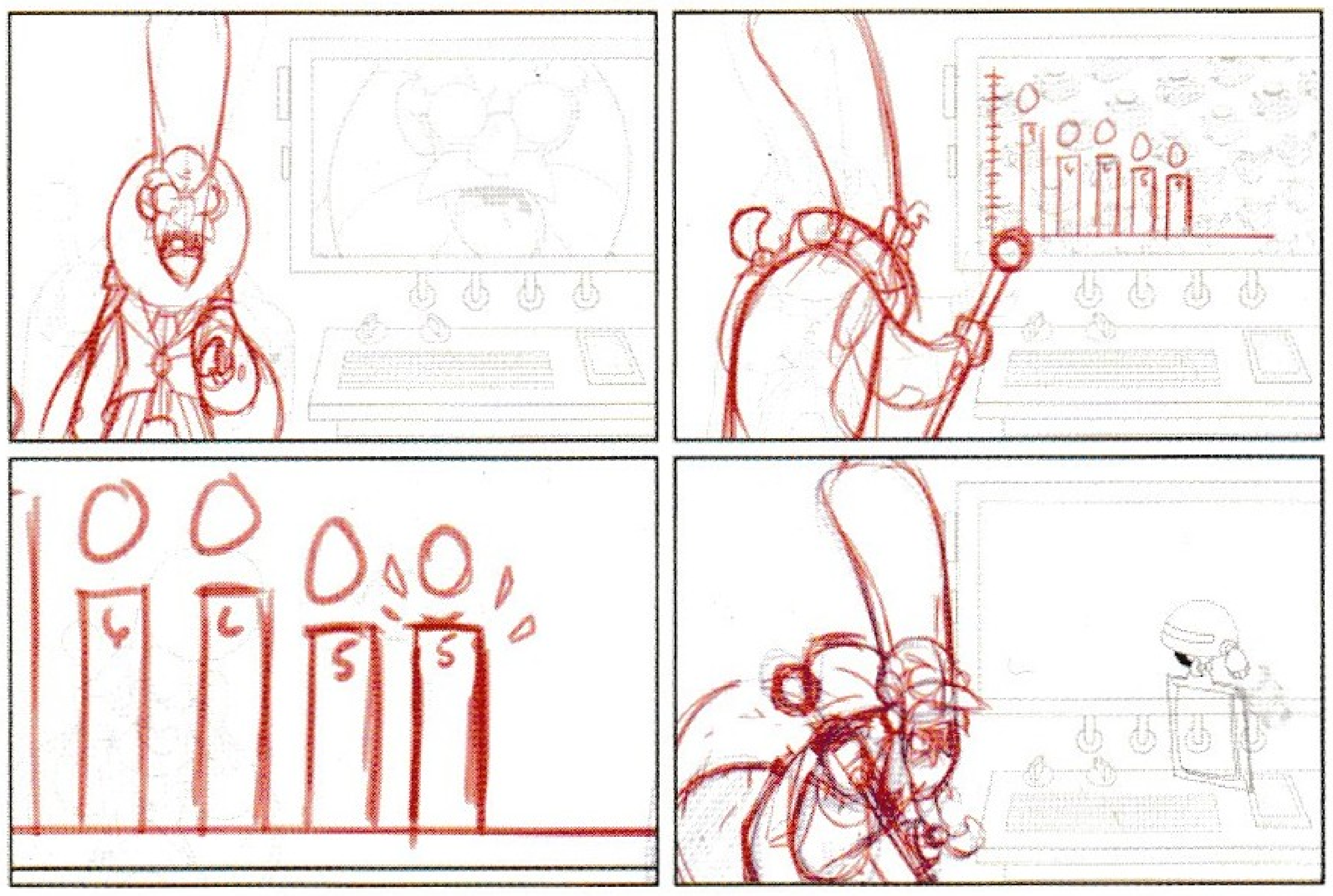
#053: FIENDISH FIGURES

AUGUST 16, 2012

## COMMENTS

**MATT:** Eagle-eyed readers might notice the designs for an upcoming villain on the viewscreen there. We do plan things in advance... sometimes...

**DAX:** Hoverbot is now a permanent fixture in Dr. Bomb's lair. Always hovering and taking abuse...



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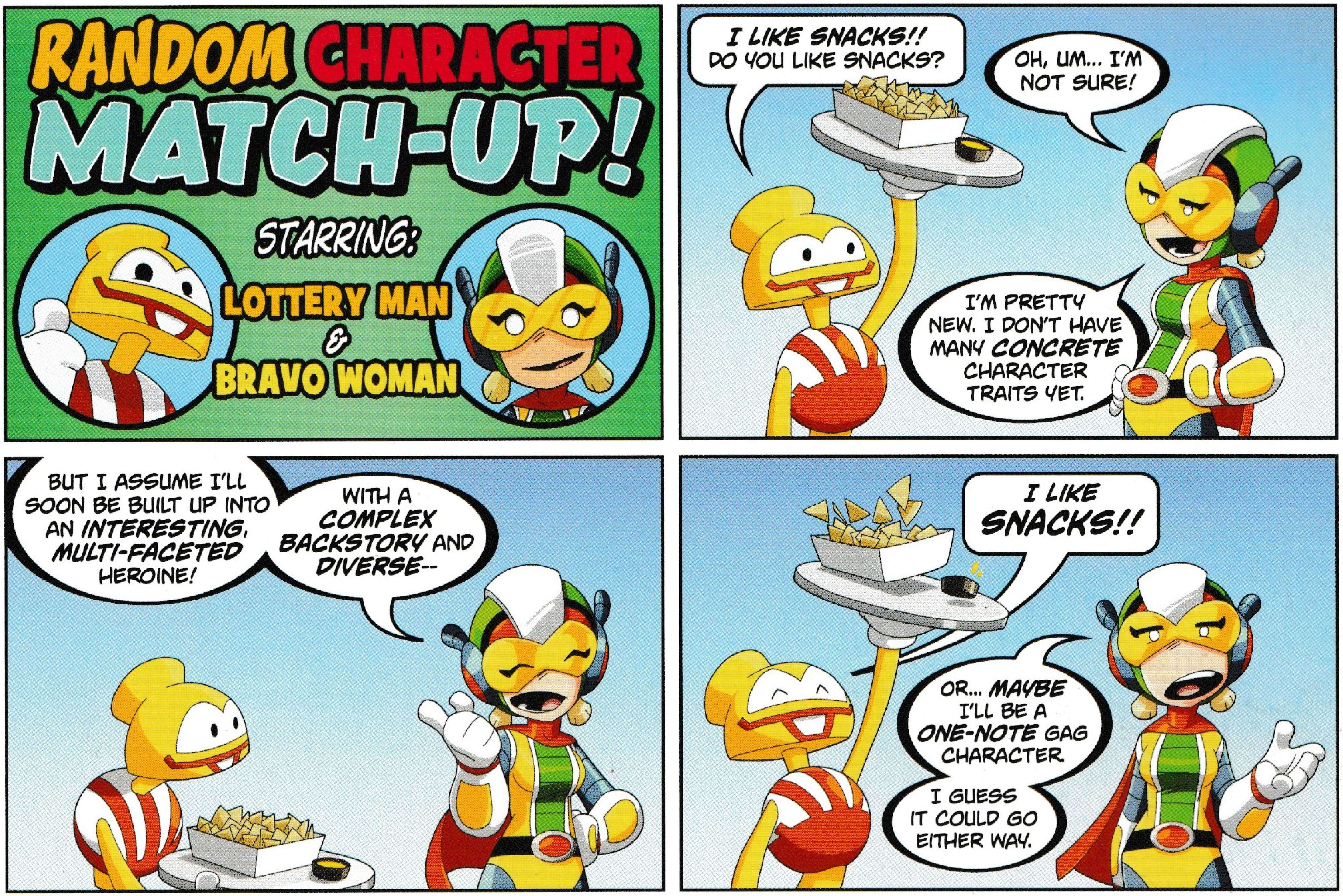
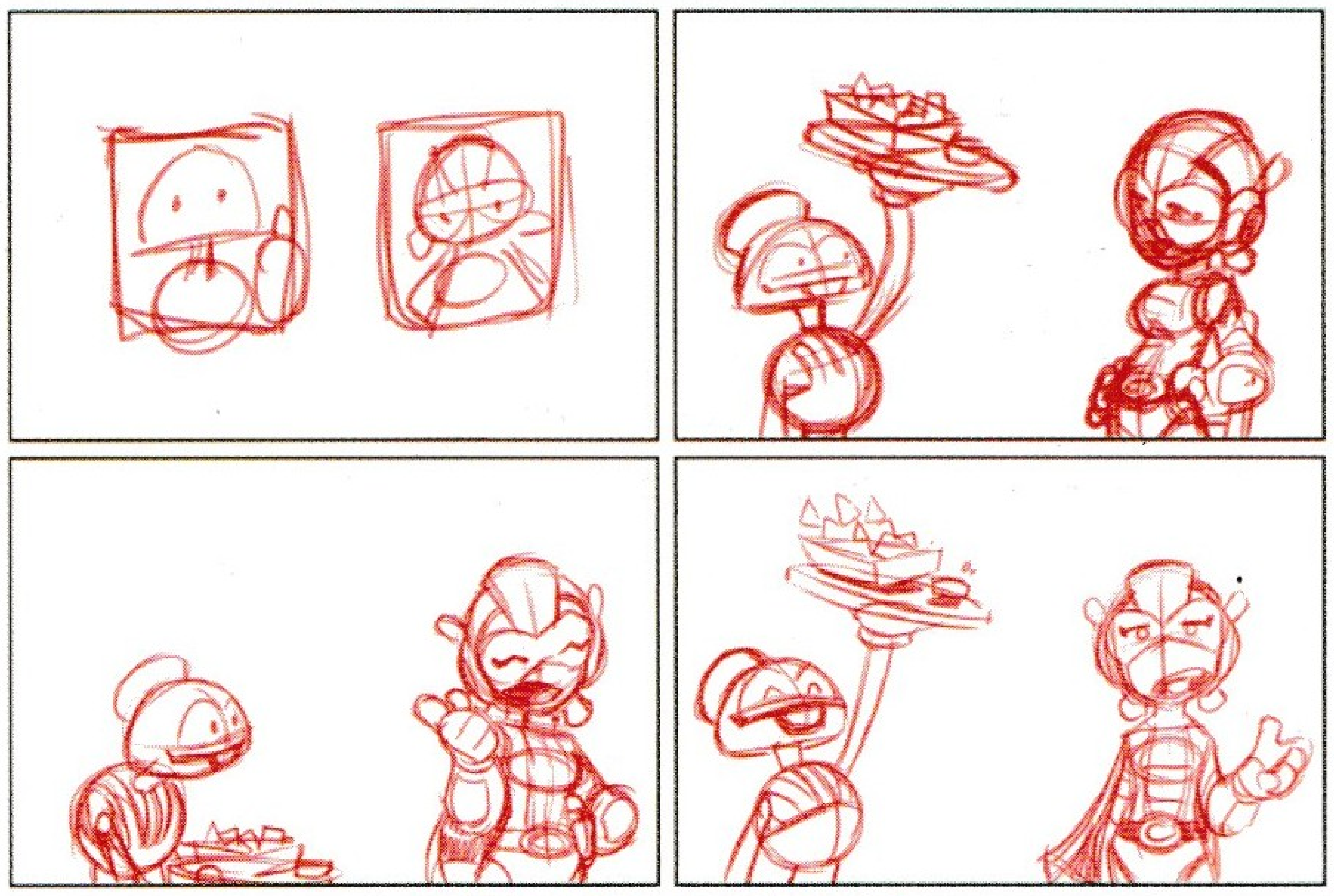

RANDOM CHARACTER MATCH-UP!
STARRING:
LOTTERY MAN & BRAVO WOMAN
I LIKE SNACKS!! DO YOU LIKE SNACKS?
OH, UM... I'M NOT SURE!
I'M PRETTY NEW. I DON'T HAVE MANY CONCRETE CHARACTER TRAITS YET.
BUT I ASSUME I'LL SOON BE BUILT UP INTO AN INTERESTING, MULTI-FACETED HEROINE!
WITH A COMPLEX BACKSTORY AND DIVERSE--
I LIKE SNACKS!!
OR... MAYBE I'LL BE A ONE-NOTE GAG CHARACTER.
I GUESS IT COULD GO EITHER WAY.

#054: R.C.M. AUGUST 18, 2012

## COMMENTS

**MATT:** Random Character Matchup has been a nice way to check in with characters we haven't seen for a bit. Often they almost write themselves; just put two characters together and let them do as they may.

**DAX:** RCM!!! Another cool idea by Matt (he has lots) and also a revisit to Bravo Woman, who now has a softer and more rounded look due to my constant evolution of the series' art.



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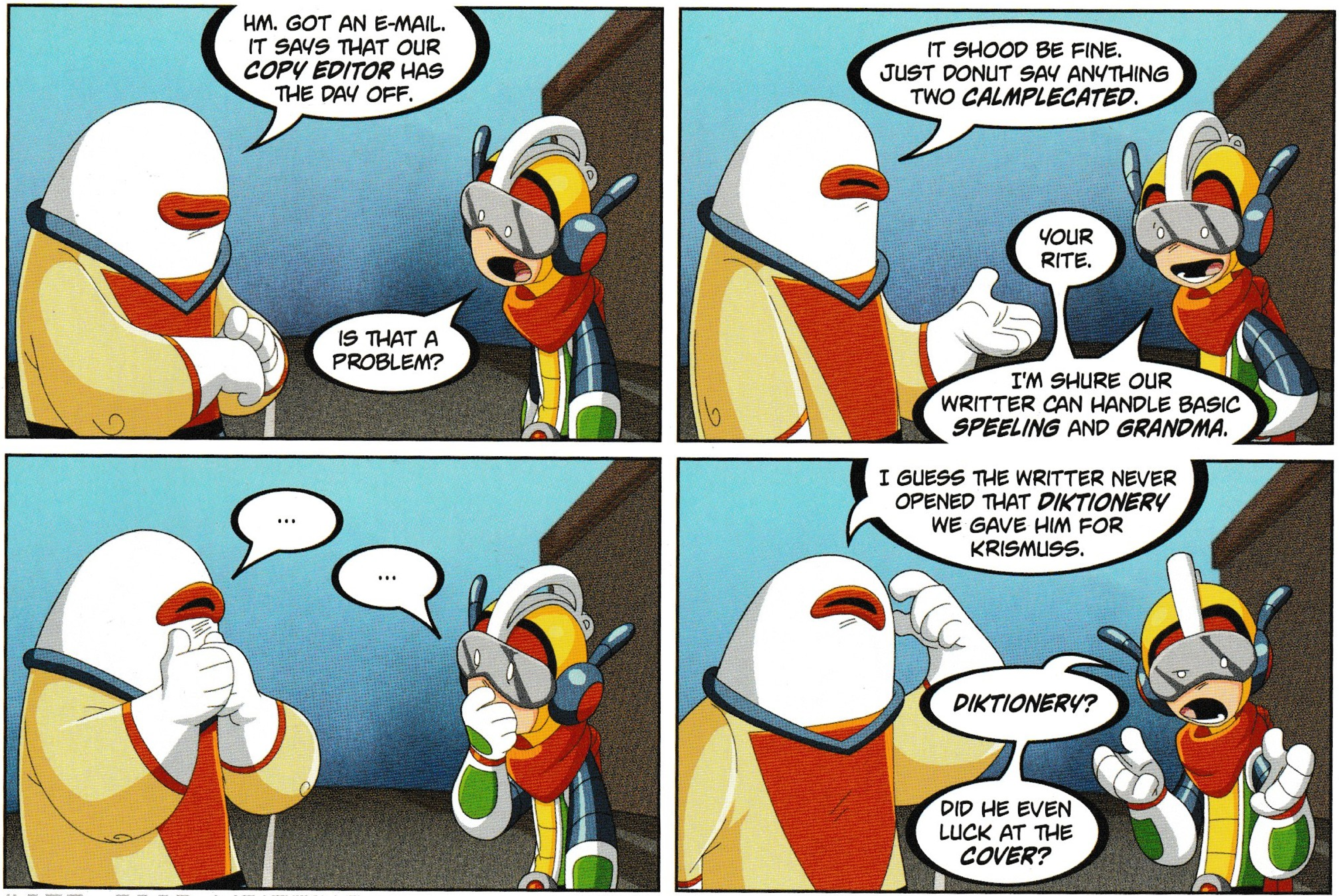

HM. GOT AN E-MAIL. IT SAYS THAT OUR COPY EDITOR HAS THE DAY OFF.
IS THAT A PROBLEM?
IT SHOOD BE FINE. JUST DONUT SAY ANYTHING TWO CALMPLECATED.
YOUR RITE.
I'M SHURE OUR WRITTER CAN HANDLE BASIC SPEELING AND GRANDMA.
...
...
I GUESS THE WRITTER NEVER OPENED THAT DIKTIONERY WE GAVE HIM FOR KRISMUSS.
DIKTIONERY?
DID HE EVEN LUCK AT THE COVER?

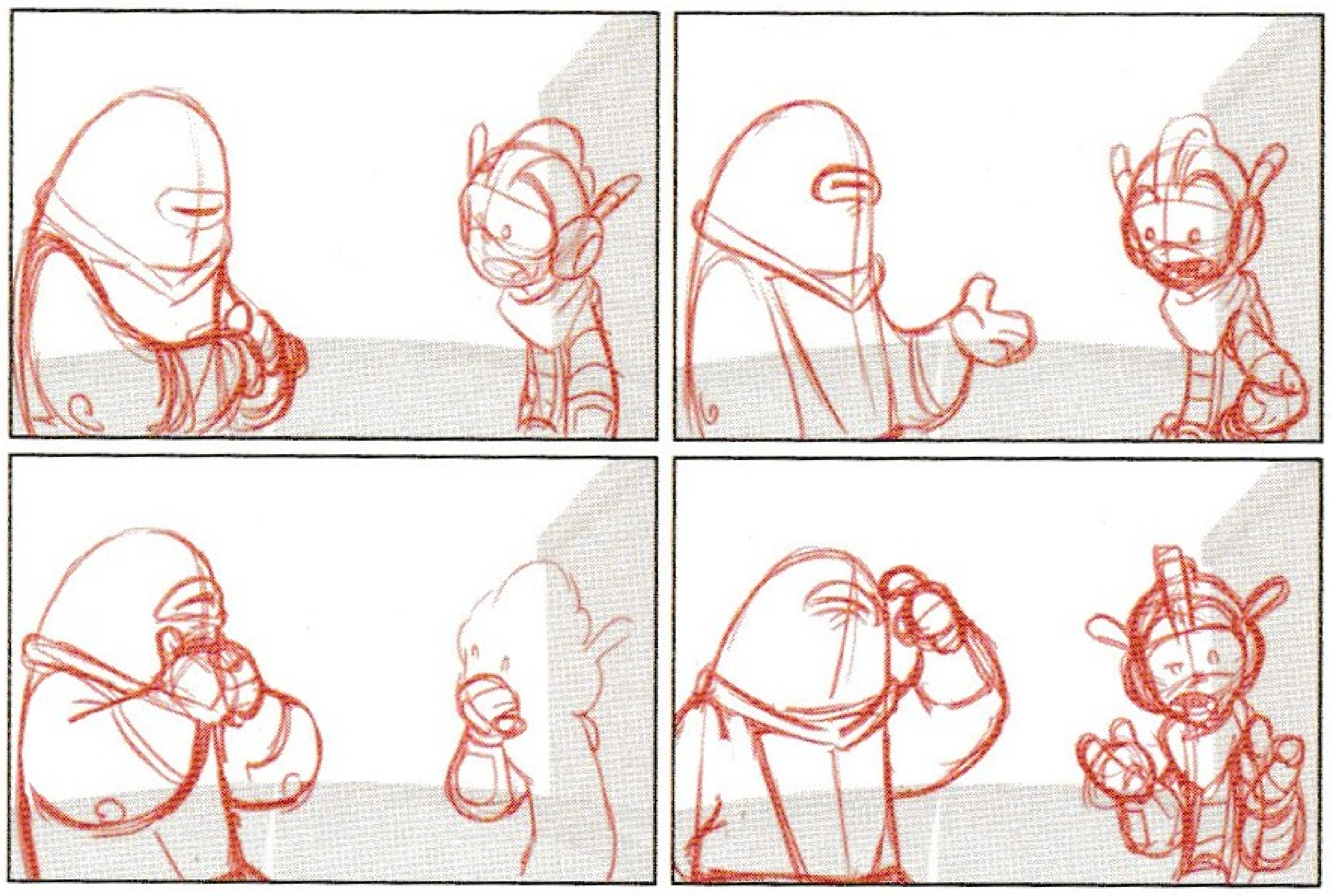
#055: GOOD WRITTING

AUGUST 21, 2012

## COMMENTS

**MATT:** *Bravoman* is actually a side project for me. My regular job is working as UDON Entertainment's managing editor. It's amazing how often we will get an e-mail from a "professional writer" looking for work.

**DAX:** 'Nuff said.



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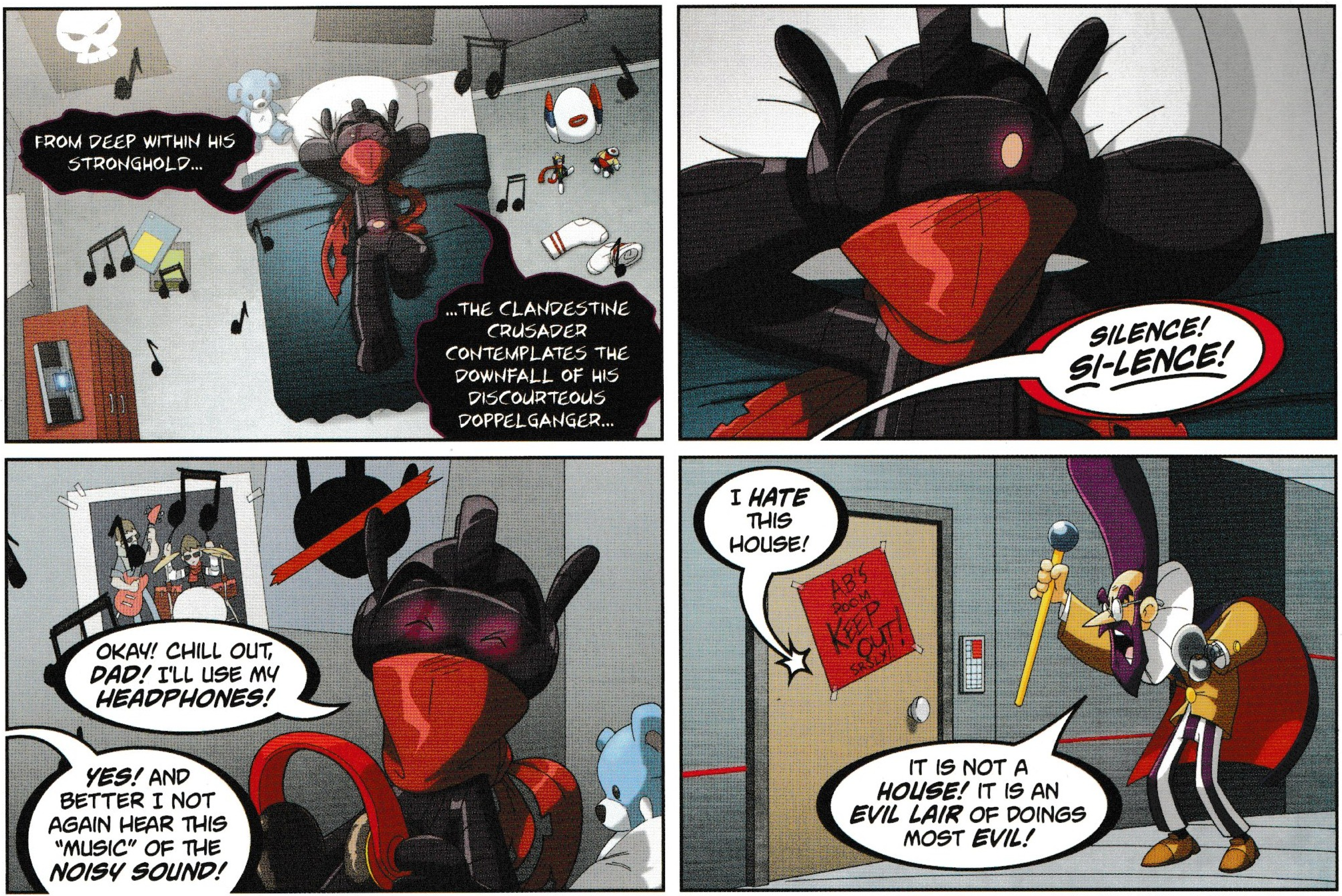

FROM DEEP WITHIN HIS STRONGHOLD...
...THE CLANDESTINE CRUSADER CONTEMPLATES THE DOWNFALL OF HIS DISCOURTEOUS DOPPELGANGER...
SILENCE! SI-LENCE!
OKAY! CHILL OUT, DAD! I'LL USE MY HEADPHONES!
YES! AND BETTER I NOT AGAIN HEAR THIS "MUSIC" OF THE NOISY SOUND!
I HATE THIS HOUSE!
AB'S ROOM KEEP OUT! SRSLY!
IT IS NOT A HOUSE! IT IS AN EVIL LAIR OF DOINGS MOST EVIL!

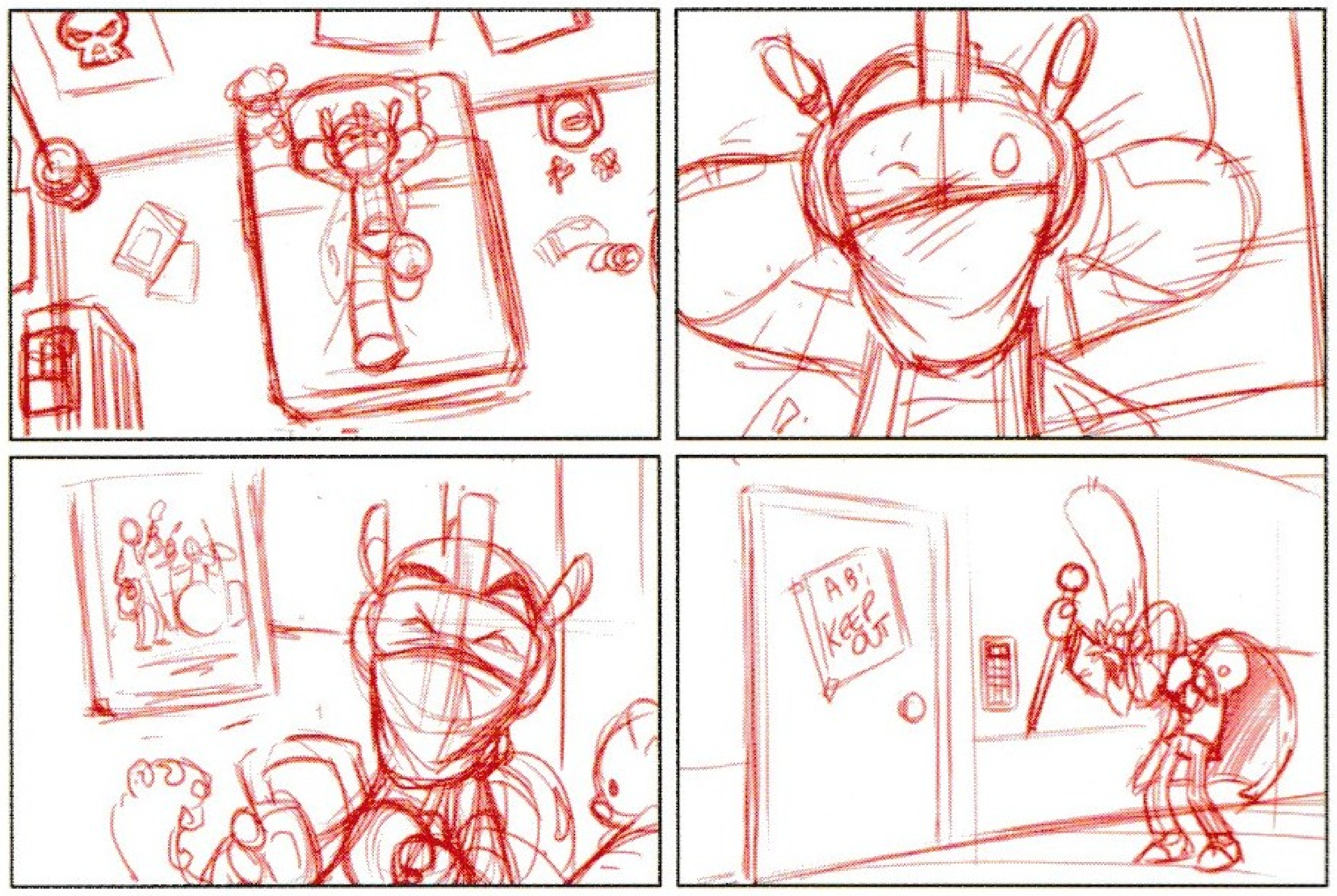
#056: ANTI-BROODING

AUGUST 23, 2012

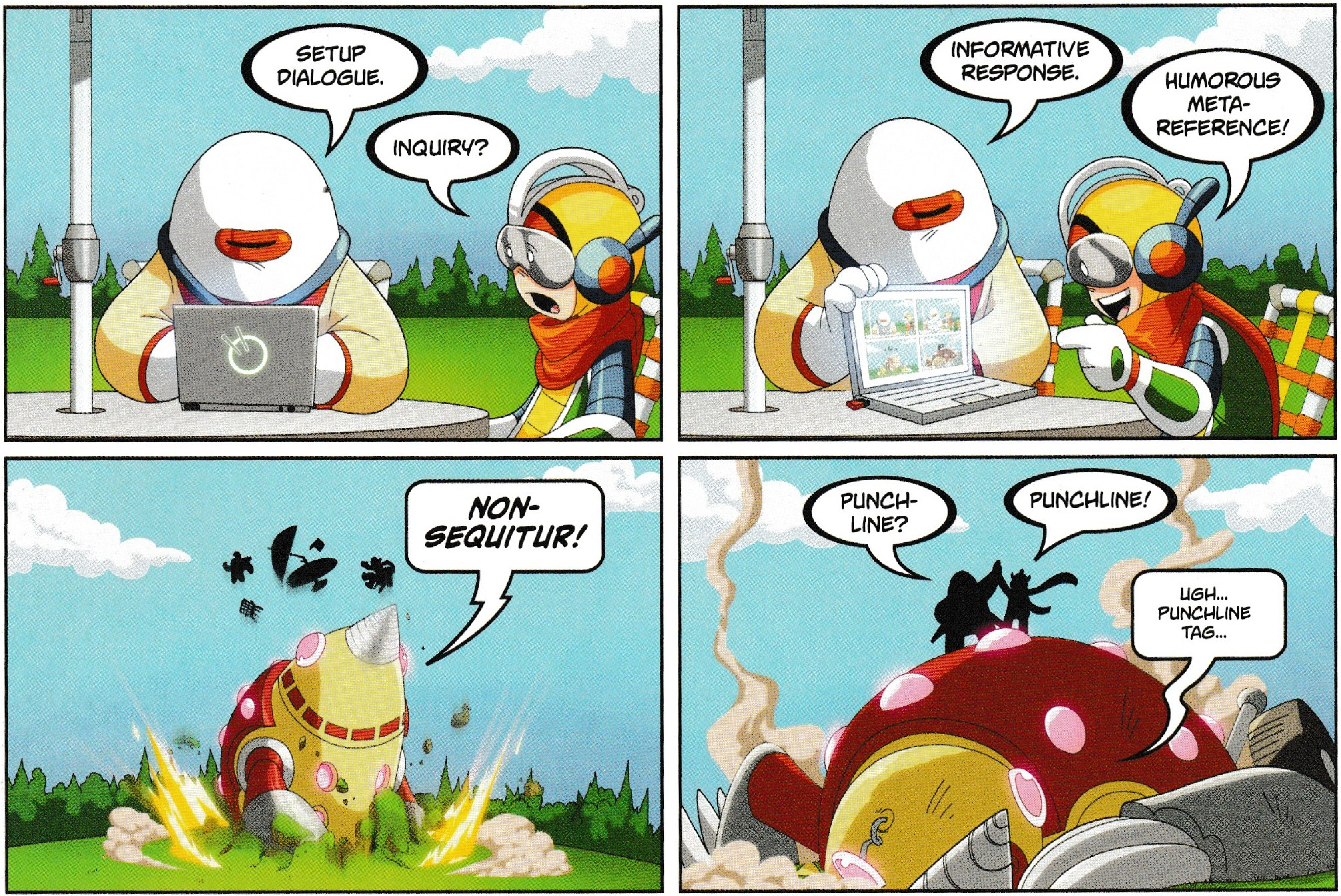
## COMMENTS

**MATT:** For the first time we see Anti-Bravoman's bedroom, and really solidify his identity as an angsty teenager (though we will eventually learn that he is much younger than that). This is also when we started connecting the dots of his father/son relationship with Dr. Bomb.

**DAX:** In panel one, I added some toys to the bedroom... and spawned an entire set of retro toy catalog strips. *laughs*


AB'S KEEP OUT

ROUGH LAYOUT


SETUP DIALOGUE.
INQUIRY?
INFORMATIVE RESPONSE.
HUMOROUS META-REFERENCE!
NON-SEQUITUR!
PUNCH-LINE?
PUNCHLINE!
UGH... PUNCHLINE TAG...

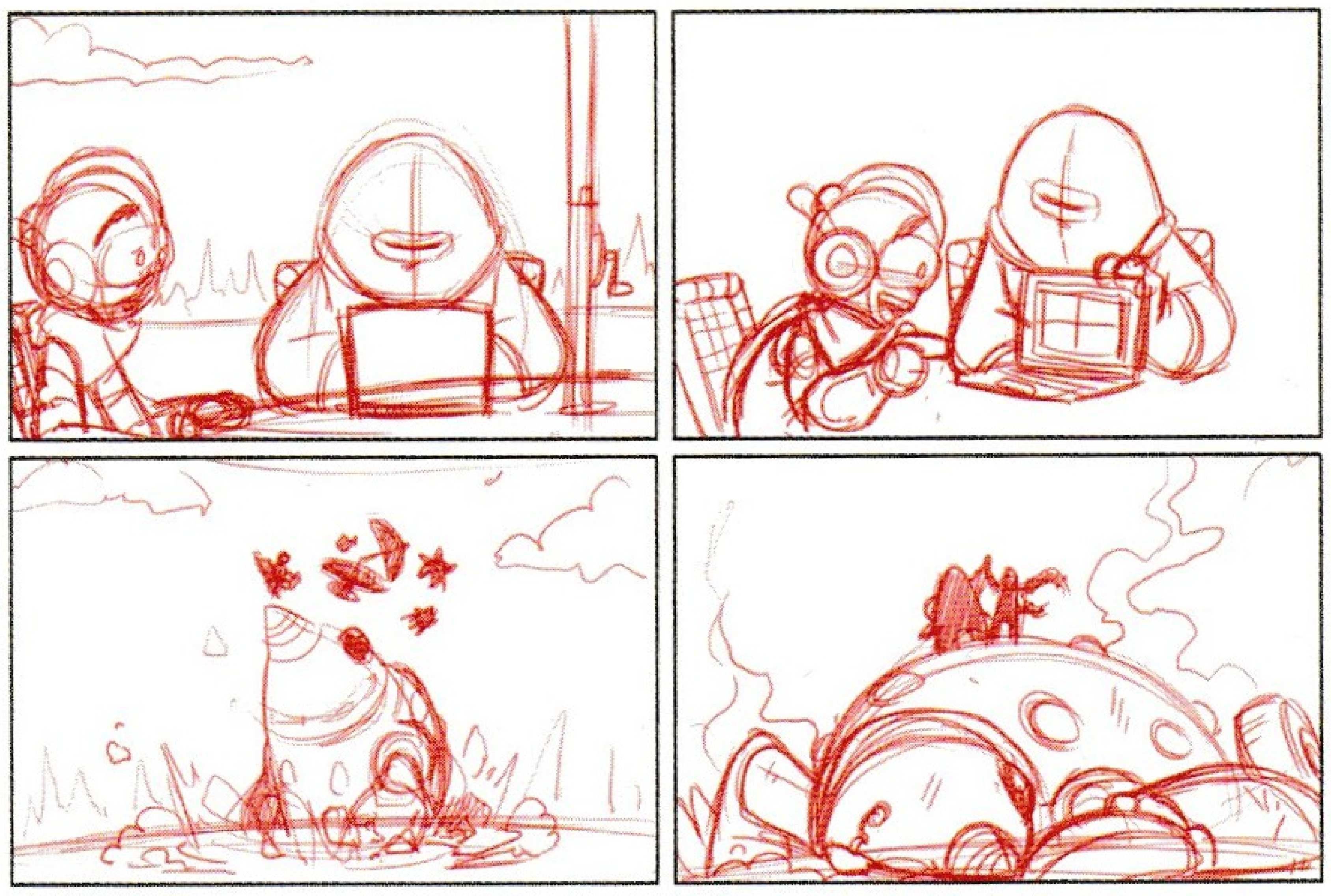
#057: TEMPLATE COMIC

AUGUST 25, 2012

## COMMENTS

**MATT:** Another simple one-off strip I love. If you want to be a webcomic writer, just fill in the blanks – it's really that easy!

**DAX:** Bravoman was rarely seen in full profile before this point because I wasn't sure how to handle his noseless face from the side... Clearly it didn't work, and I eventually adopted a more anime profile for his character.



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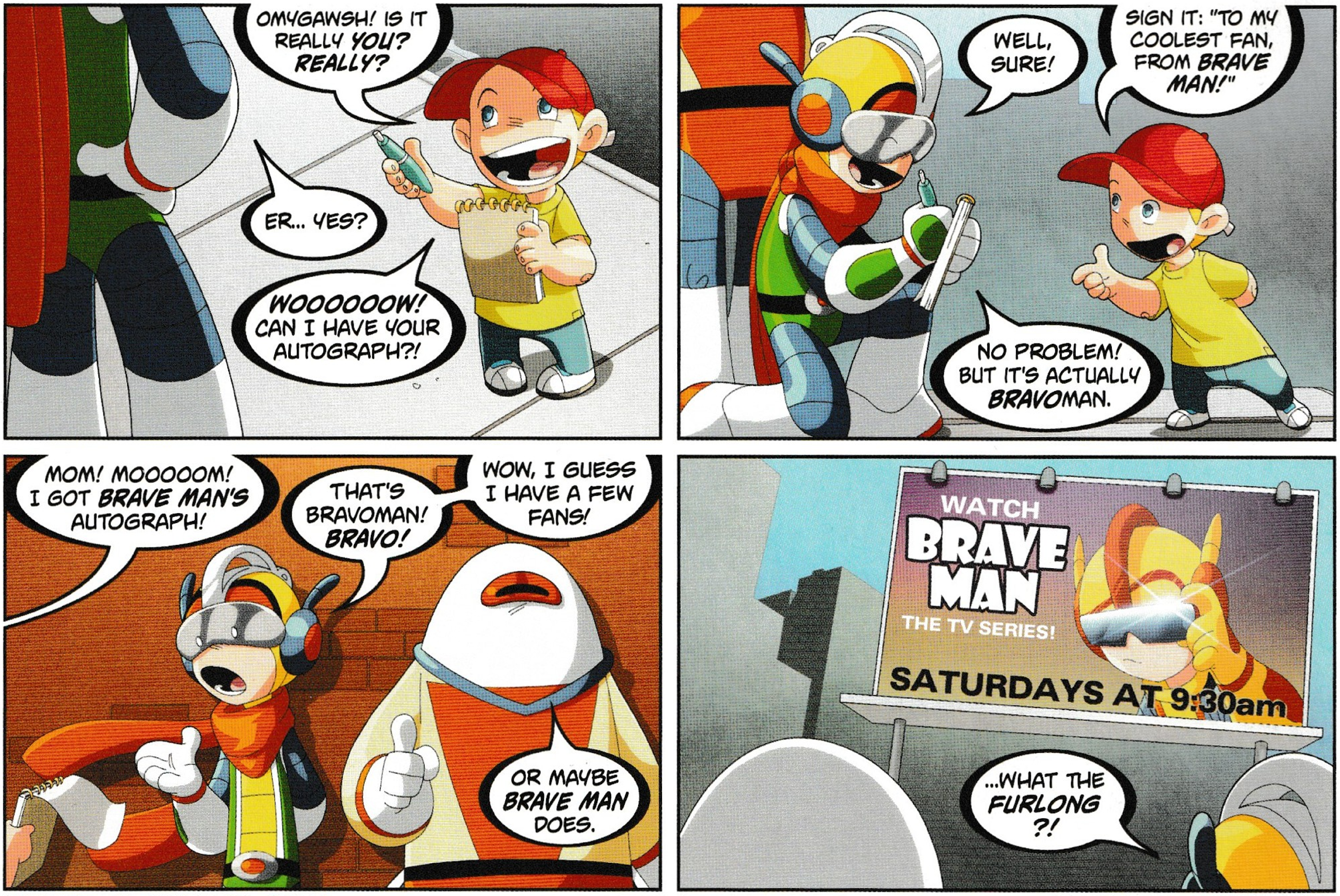

OMYGAWSH! IS IT REALLY *YOU?* *REALLY?*
ER... YES?
*WOOOOOOW!* CAN I HAVE YOUR AUTOGRAPH?!
WELL, SURE!
SIGN IT: "TO MY COOLEST FAN, FROM *BRAVE MAN!*"
NO PROBLEM! BUT IT'S ACTUALLY *BRAVO*MAN.
MOM! MOOOOOM! I GOT *BRAVE MAN'S* AUTOGRAPH!
THAT'S BRAVOMAN! *BRAVO!*
WOW, I GUESS I HAVE A FEW FANS!
OR MAYBE *BRAVE MAN* DOES.
WATCH
BRAVE MAN
THE TV SERIES!
SATURDAYS AT 9:30am
...WHAT THE *FURLONG* ?!

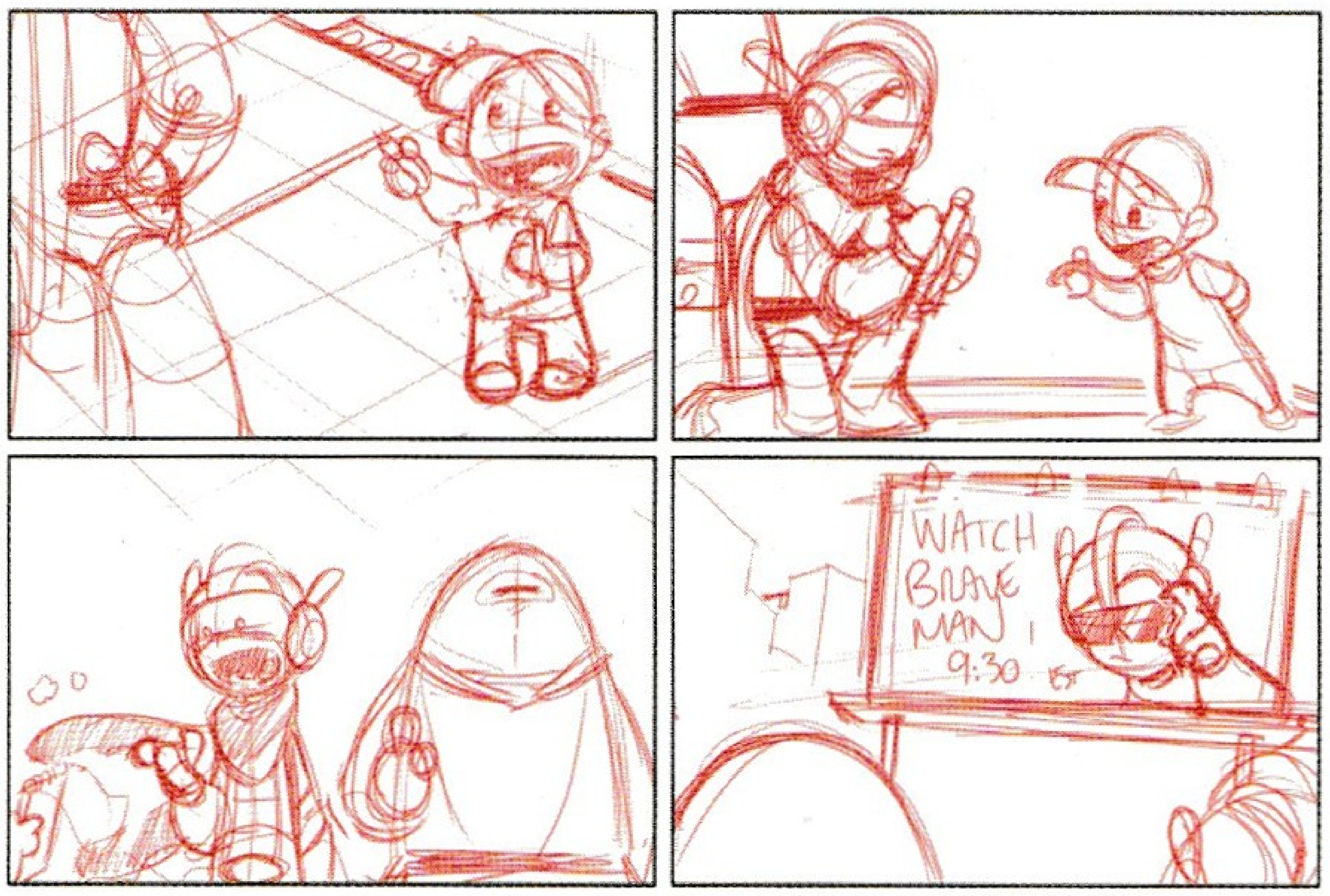
#058: A BRAVE FAN

AUGUST 28, 2012

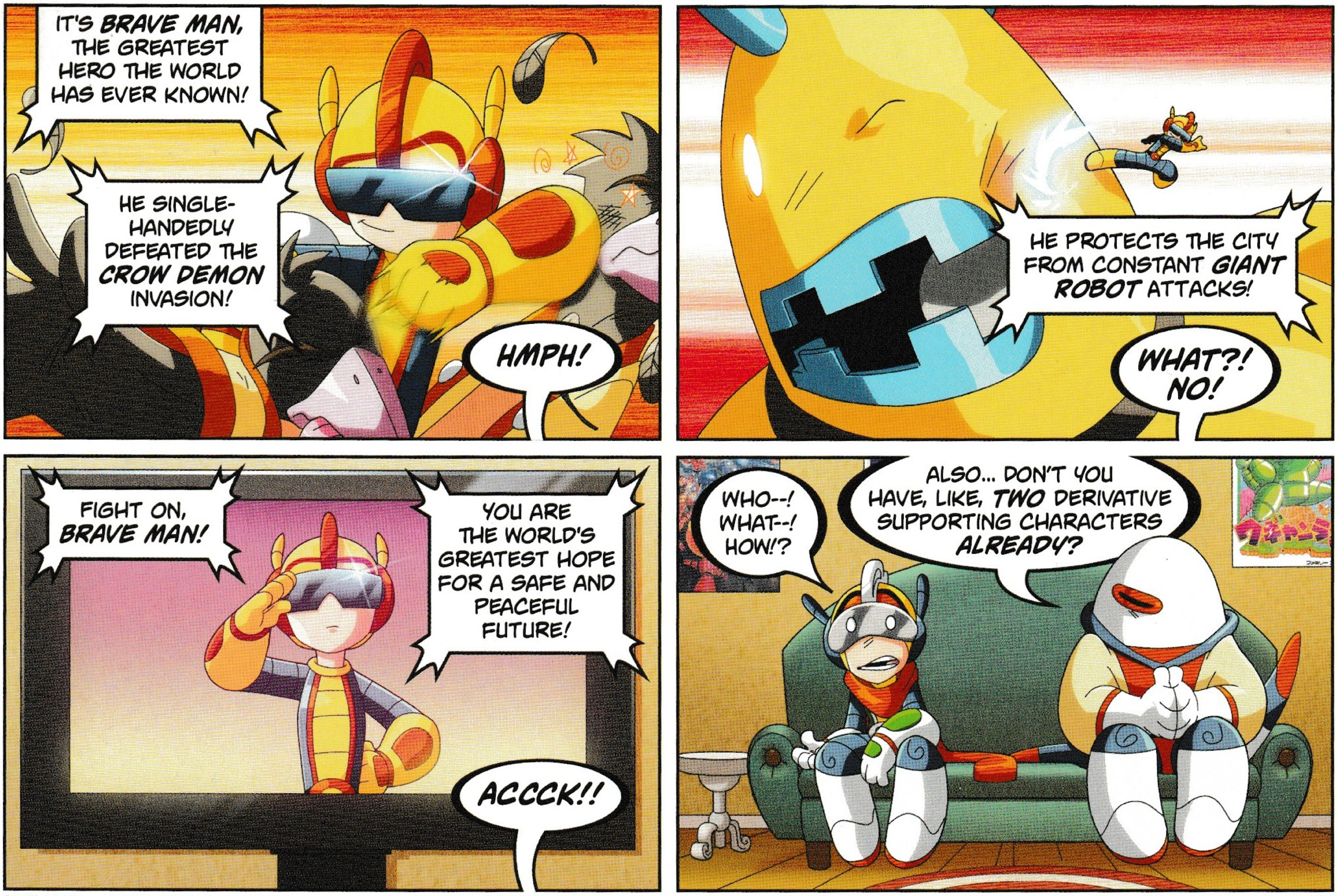
## COMMENTS

**MATT:** The first appearance of Brave Man! Bravoman's most hated nemesis!

**DAX:** Loved drawing this kid as I got to do the "Geeee mister, you're really strong!" thing.


WATCH BRAVE MAN! 9:30

ROUGH LAYOUT


IT'S **BRAVE MAN,** THE GREATEST HERO THE WORLD HAS EVER KNOWN!
HE SINGLE-HANDEDLY DEFEATED THE **CROW DEMON** INVASION!
HMPH!
HE PROTECTS THE CITY FROM CONSTANT **GIANT ROBOT** ATTACKS!
WHAT?! NO!
FIGHT ON, **BRAVE MAN!**
YOU ARE THE WORLD'S GREATEST HOPE FOR A SAFE AND PEACEFUL FUTURE!
ACCCK!!
WHO--! WHAT--! HOW!?
ALSO... DON'T YOU HAVE, LIKE, **TWO** DERIVATIVE SUPPORTING CHARACTERS **ALREADY?**

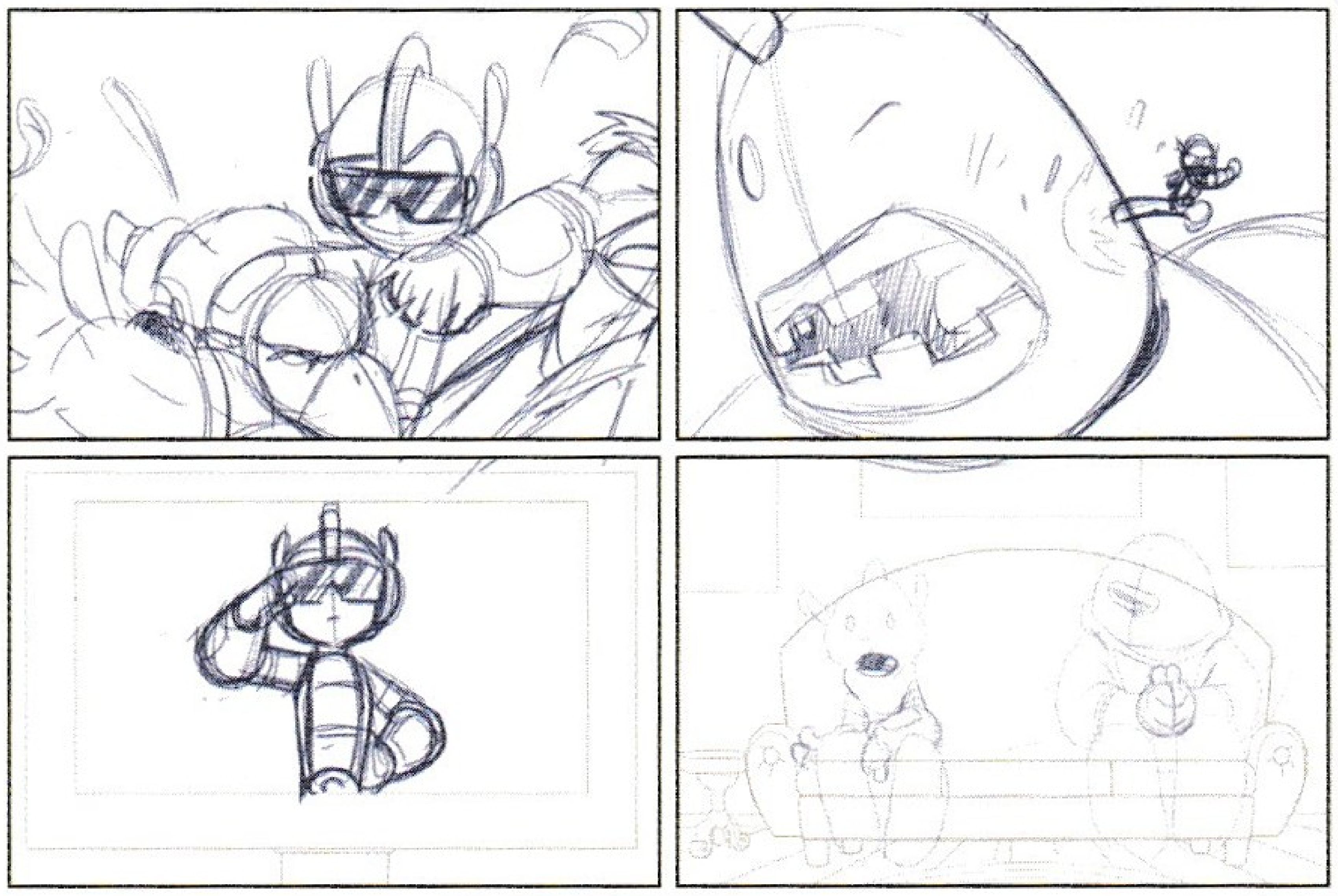
#059: BRAVE MAN

AUGUST 30, 2012

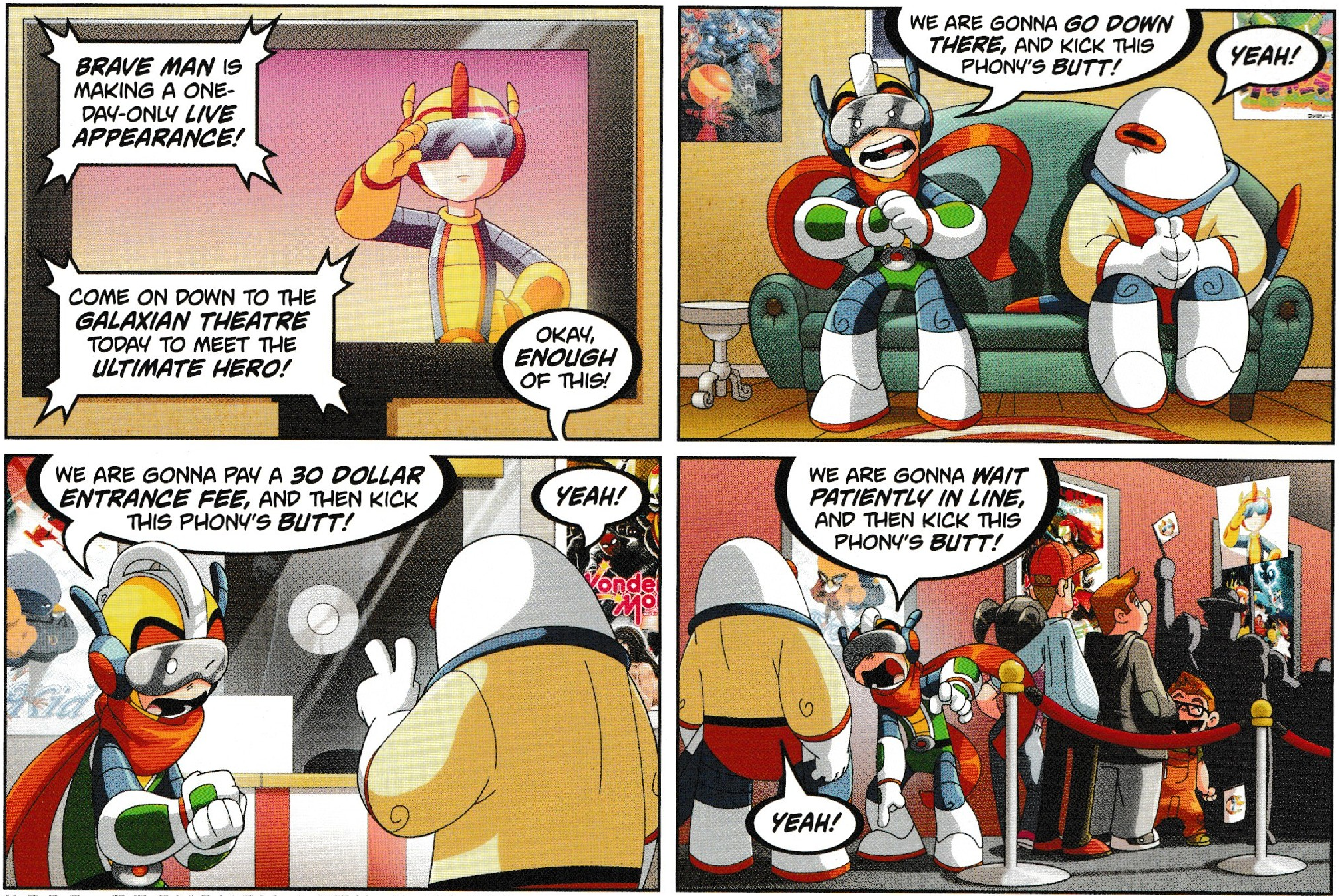
## COMMENTS

**MATT:** So, the real scoop behind Brave Man is that he's based on the design you see in the box art used for the North American release of the *Bravoman* TurboGrafx-16 port. For whatever reason, they chose to redesign/recolor him for that artwork. He's basically the Bravoman equivalent of ***Bad Box Art Mega Man***.

**DAX:** Such a cool idea here. I remember Matt telling me about it and thinking, "This'll be fun."



ROUGH LAYOUT


BRAVE MAN IS MAKING A ONE-DAY-ONLY LIVE APPEARANCE!
COME ON DOWN TO THE GALAXIAN THEATRE TODAY TO MEET THE ULTIMATE HERO!
OKAY, ENOUGH OF THIS!
WE ARE GONNA GO DOWN THERE, AND KICK THIS PHONY'S BUTT!
YEAH!
WE ARE GONNA PAY A 30 DOLLAR ENTRANCE FEE, AND THEN KICK THIS PHONY'S BUTT!
YEAH!
WE ARE GONNA WAIT PATIENTLY IN LINE, AND THEN KICK THIS PHONY'S BUTT!
YEAH!

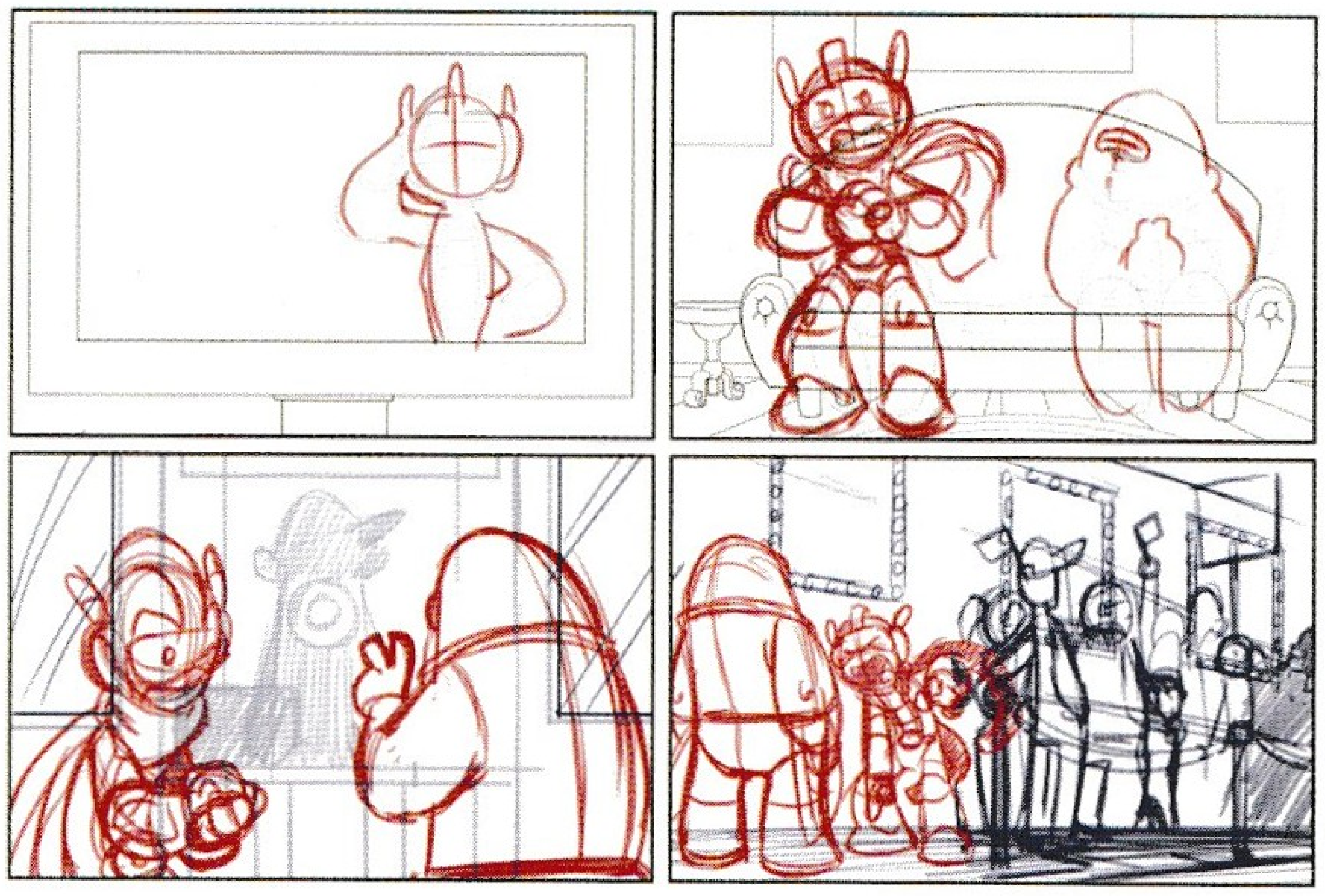
#060: BRAVOMAN WITH A PLAN

SEPTEMBER 01, 2012

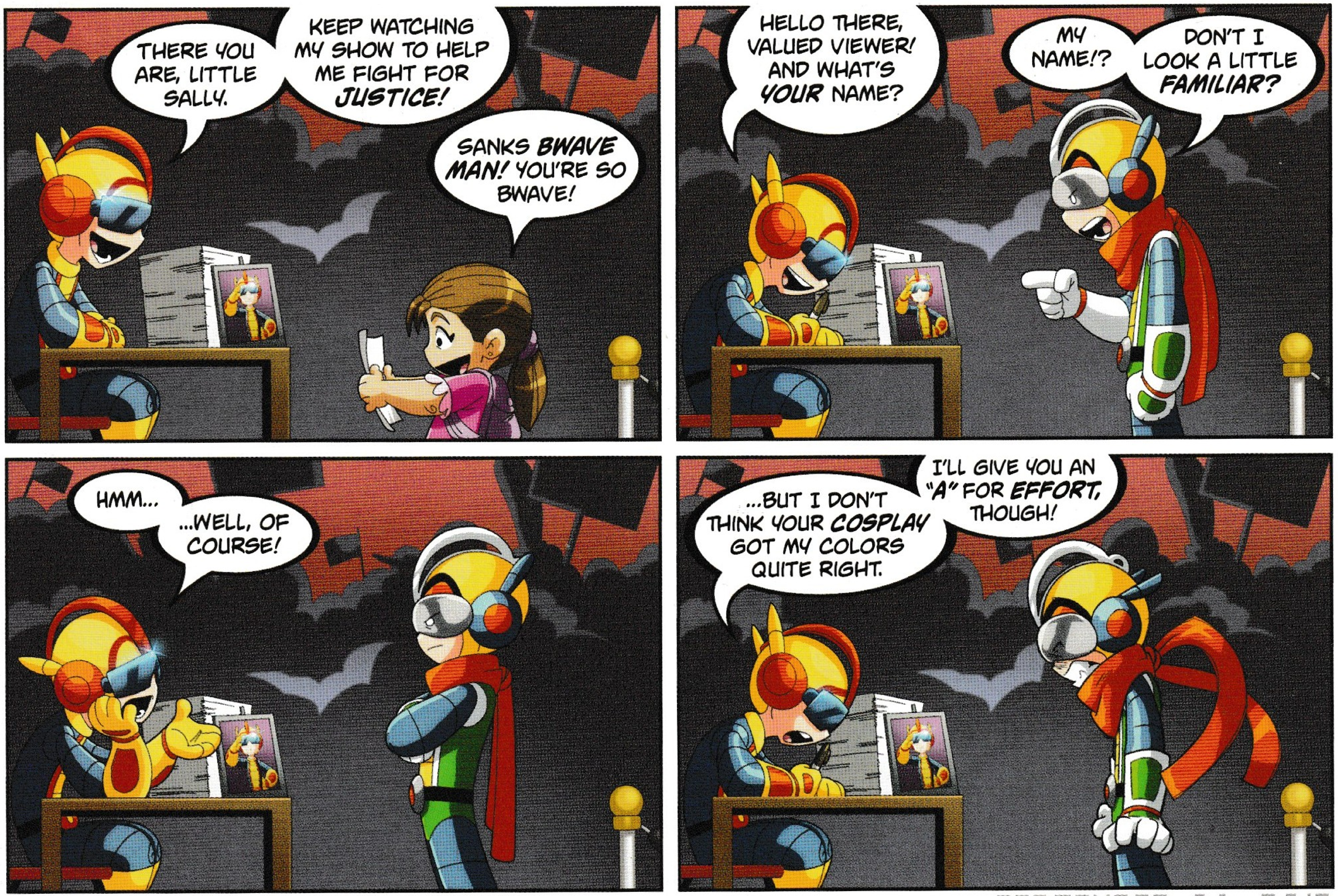
## COMMENTS

**MATT:** Repetition is always a useful weapon to have in your comedy war chest. Repetition is always a useful weapon to have in your comedy war chest. Repetition is ALWAYS a useful weapon to have in your comedy war chest.

**DAX:** That might be me as a kid in the line… just realized that. *laughs*



ROUGH LAYOUT


THERE YOU ARE, LITTLE SALLY.
KEEP WATCHING MY SHOW TO HELP ME FIGHT FOR *JUSTICE!*
SANKS *BWAVE MAN!* YOU'RE SO BWAVE!
HELLO THERE, VALUED VIEWER! AND WHAT'S *YOUR* NAME?
MY NAME!?
DON'T I LOOK A LITTLE *FAMILIAR?*
HMM...
...WELL, OF COURSE!
...BUT I DON'T THINK YOUR *COSPLAY* GOT MY COLORS QUITE RIGHT.
I'LL GIVE YOU AN *"A"* FOR *EFFORT,* THOUGH!

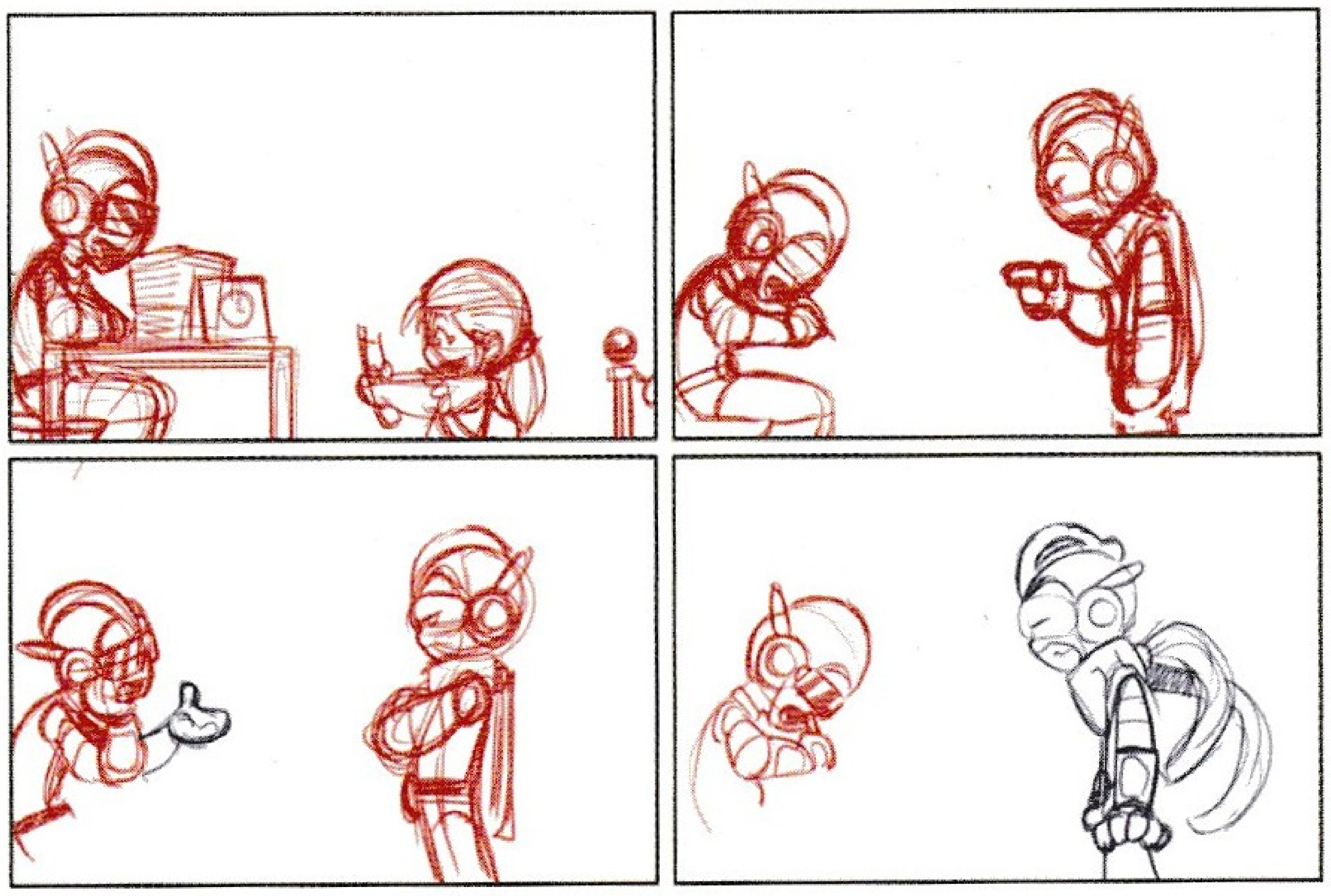
#061: FAMILIAR FACES

SEPTEMBER 04, 2012

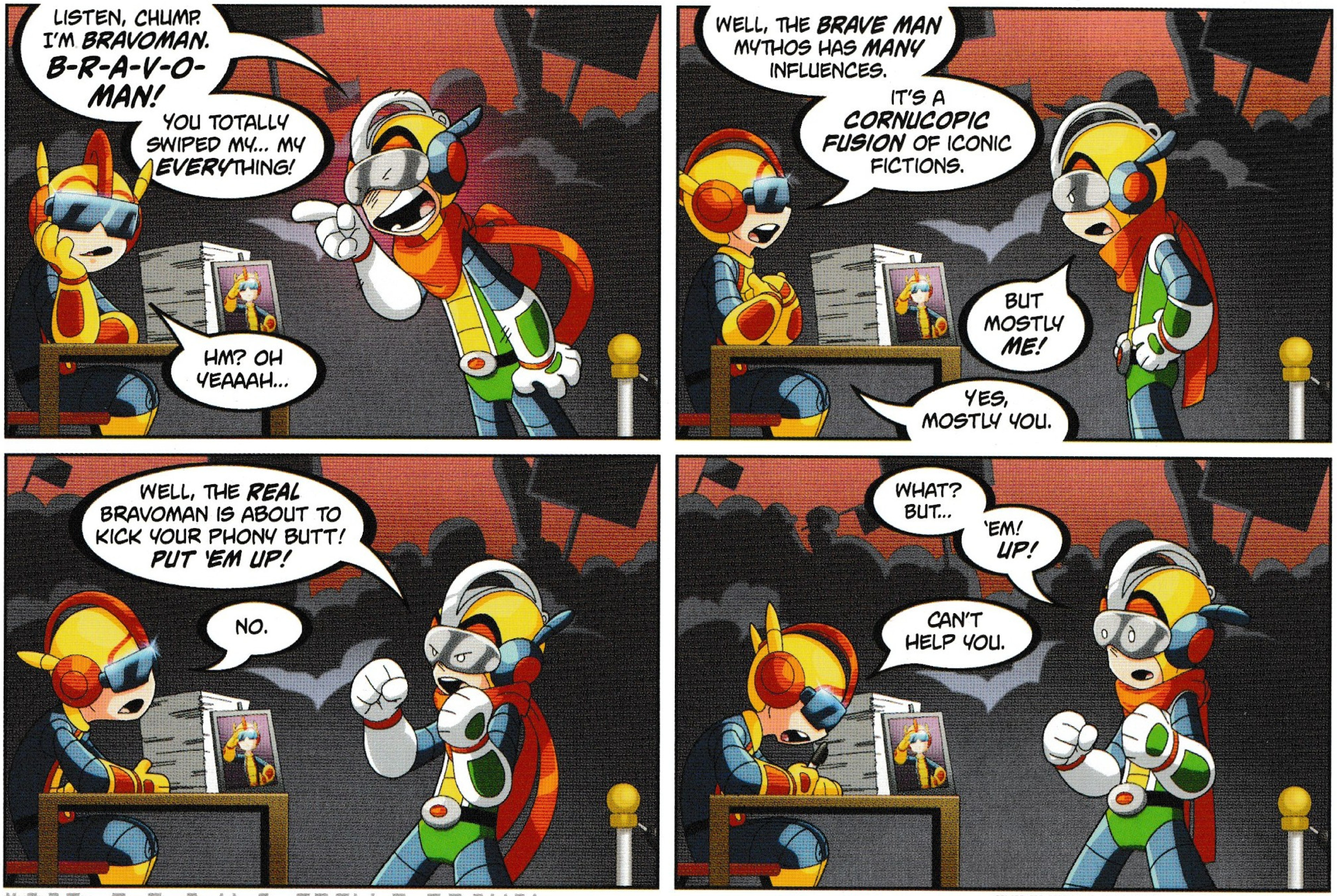
## COMMENTS

**MATT:** Brave Man is the character who most irritates Bravoman. That he seems to do it so effortlessly makes him even more annoying.

**DAX:** Aww, Sally. Sometimes my favorite things to draw are the one-off characters.



ROUGH LAYOUT

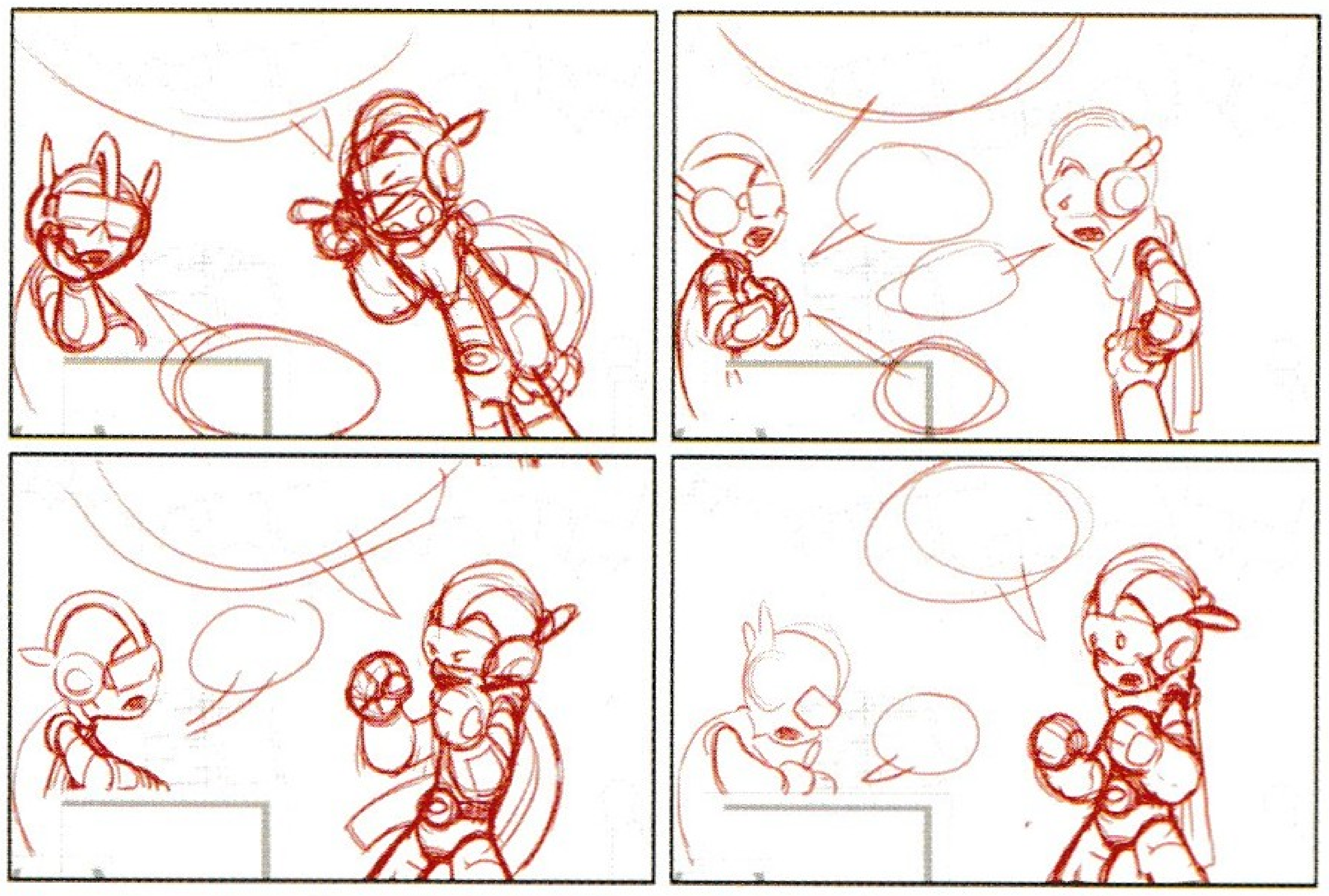

LISTEN, CHUMP. I'M BRAVOMAN. B-R-A-V-O-MAN!
YOU TOTALLY SWIPED MY... MY EVERYTHING!
HM? OH YEAAAH...
WELL, THE BRAVE MAN MYTHOS HAS MANY INFLUENCES.
IT'S A CORNUCOPIC FUSION OF ICONIC FICTIONS.
BUT MOSTLY ME!
YES, MOSTLY YOU.
WELL, THE REAL BRAVOMAN IS ABOUT TO KICK YOUR PHONY BUTT! PUT 'EM UP!
NO.
WHAT? BUT...
'EM! UP!
CAN'T HELP YOU.

#062: B-R-A-V-O SPELLS BRAVO! SEPTEMBER 06, 2012

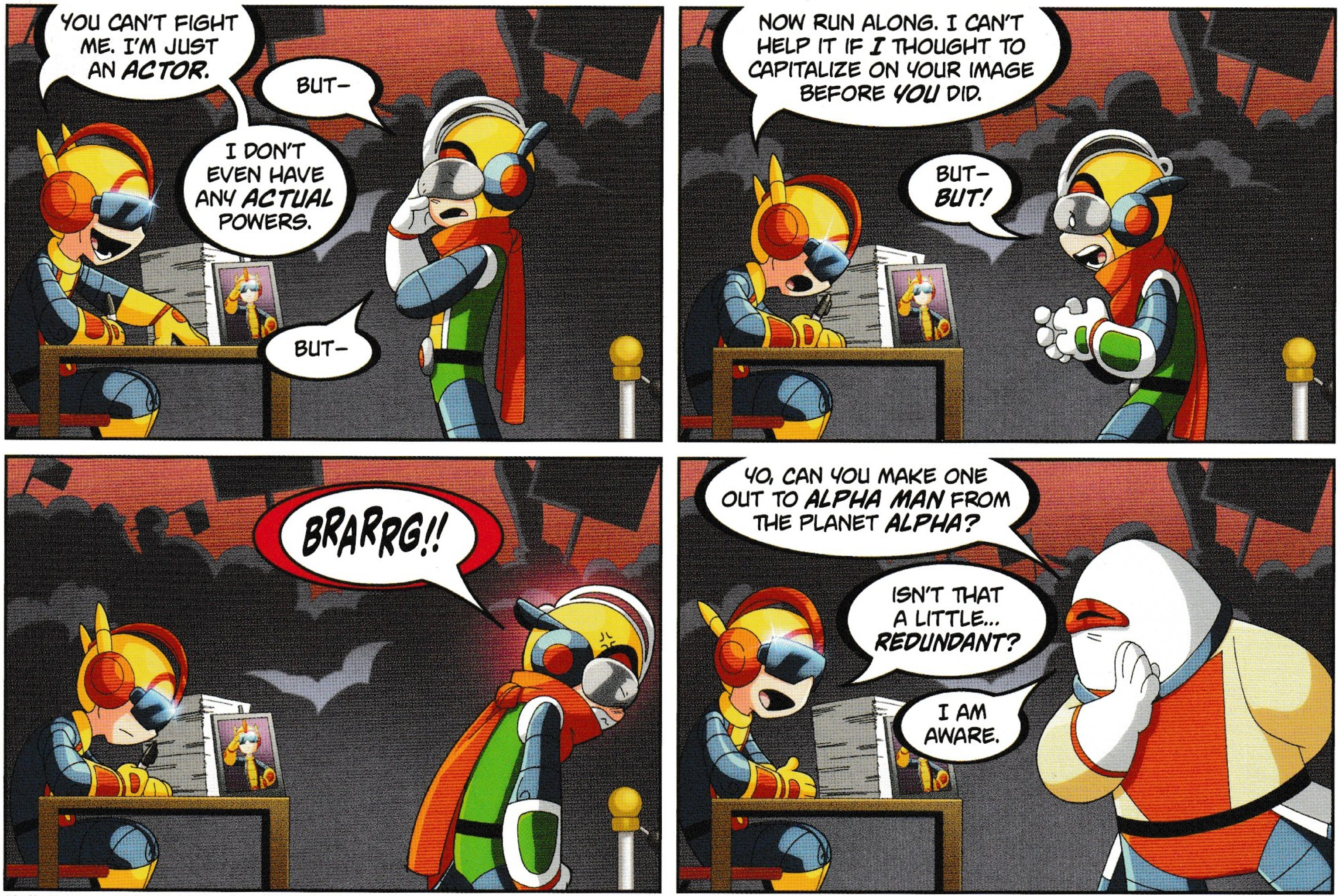
## COMMENTS

**MATT:** In his early appearances, Brave Man's ear thingies were yellow. In later comics, they're red. I'd like to think that the marketing team at Brave Man Industries decided to make the change to better appeal to that key 18-35 age demographic... or, we just forgot or something.

**DAX:** Bravo shows he has an angry streak.



ROUGH LAYOUT


YOU CAN'T FIGHT ME. I'M JUST AN *ACTOR*.
BUT–
I DON'T EVEN HAVE ANY *ACTUAL* POWERS.
BUT–
NOW RUN ALONG. I CAN'T HELP IT IF *I* THOUGHT TO CAPITALIZE ON YOUR IMAGE BEFORE *YOU* DID.
BUT– *BUT!*
BRARRG!!
YO, CAN YOU MAKE ONE OUT TO *ALPHA MAN* FROM THE PLANET *ALPHA?*
ISN'T THAT A LITTLE... *REDUNDANT?*
I AM AWARE.

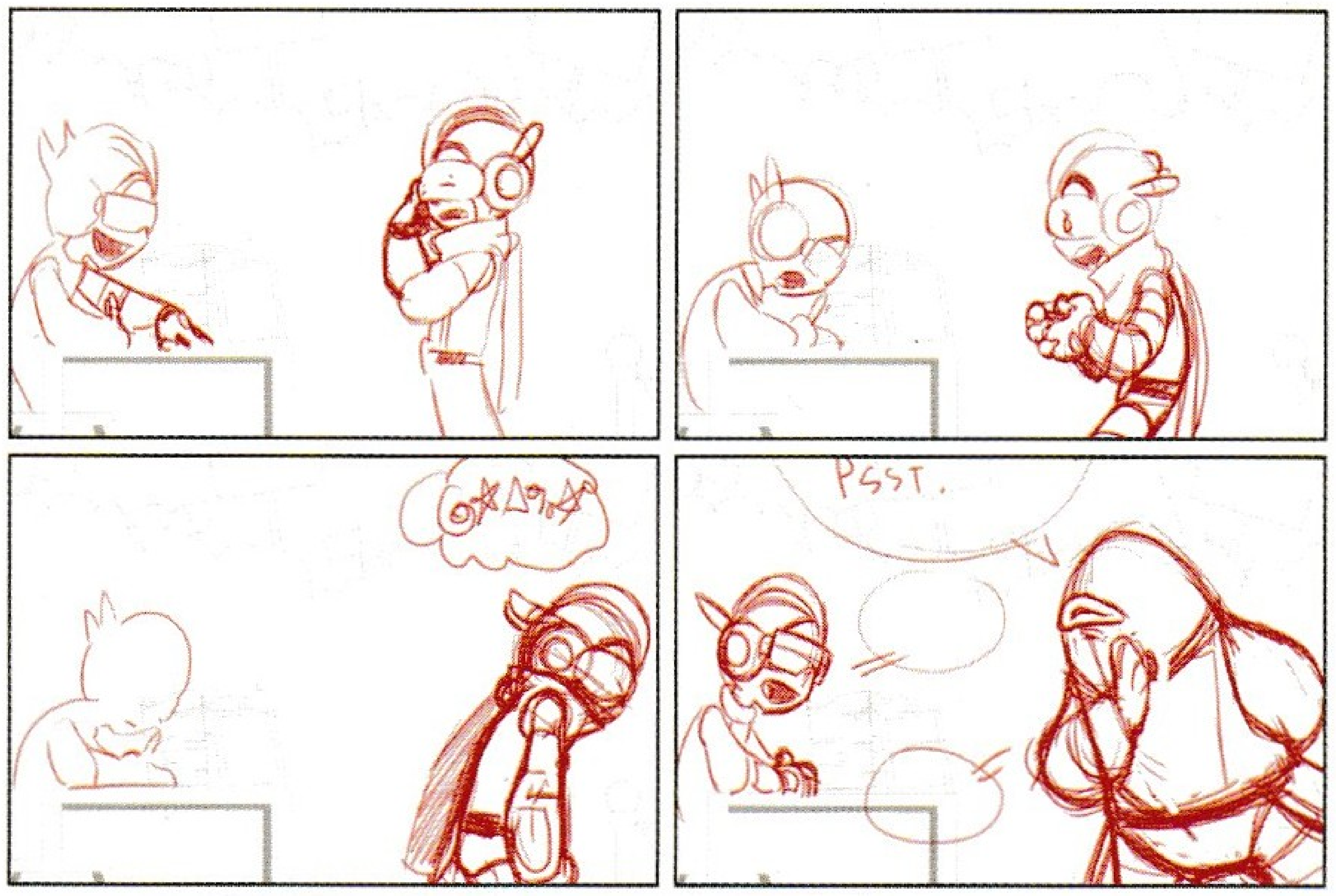
#063: BRAVE WORDS

SEPTEMBER 08, 2012

## COMMENTS

**MATT:** Brave Man is just... so... frustrating! BRARRG!!

**DAX:** Nice callback to the first panel of *Bravoman* #1 here.



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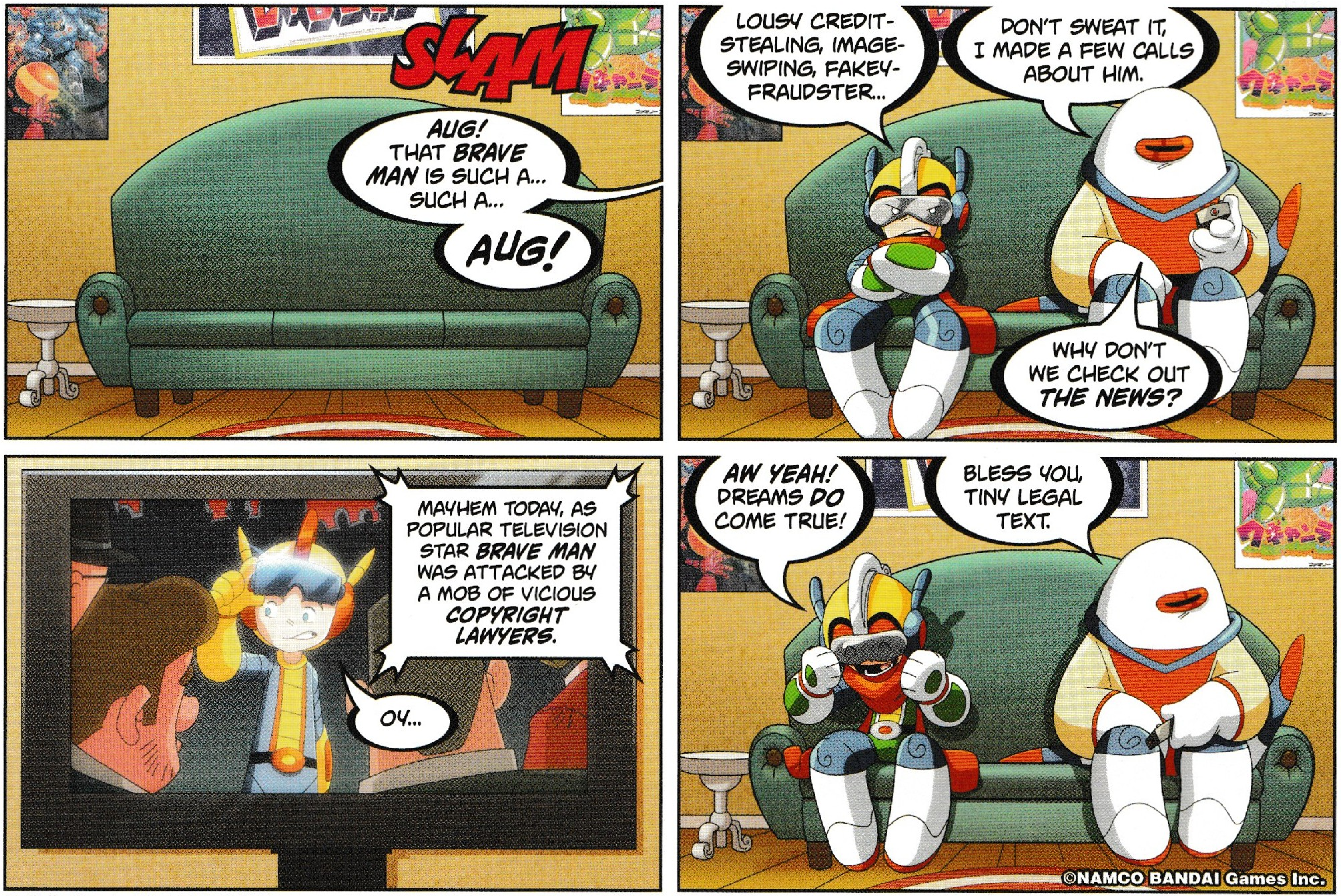

SLAM
AUG! THAT BRAVE MAN IS SUCH A... SUCH A...
AUG!
LOUSY CREDIT-STEALING, IMAGE-SWIPING, FAKEY-FRAUDSTER...
DON'T SWEAT IT, I MADE A FEW CALLS ABOUT HIM.
WHY DON'T WE CHECK OUT THE NEWS?
MAYHEM TODAY, AS POPULAR TELEVISION STAR BRAVE MAN WAS ATTACKED BY A MOB OF VICIOUS COPYRIGHT LAWYERS.
OY...
AW YEAH! DREAMS DO COME TRUE!
BLESS YOU, TINY LEGAL TEXT.
©NAMCO BANDAI Games Inc.

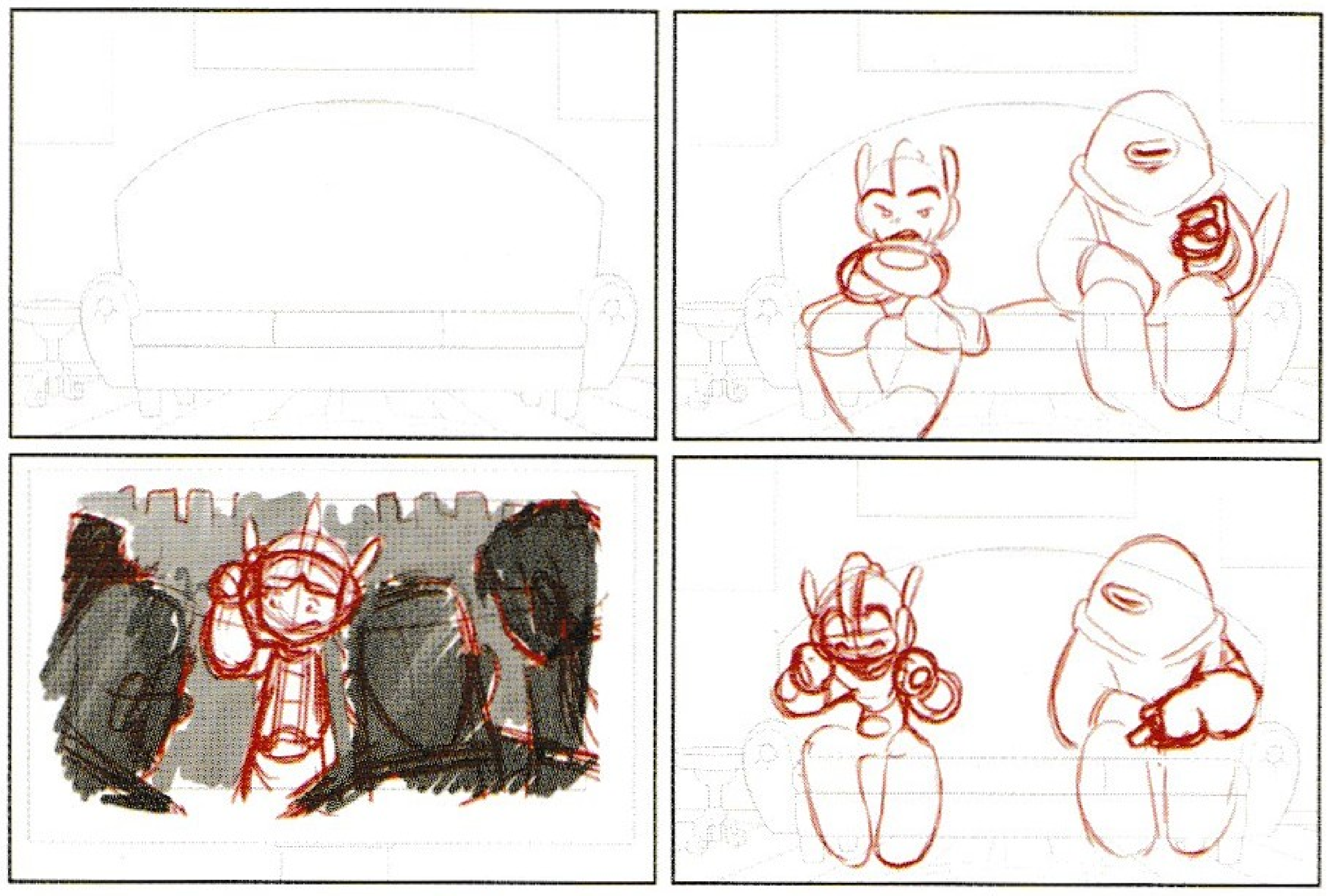
#064: LAWYERED

SEPTEMBER 11, 2012

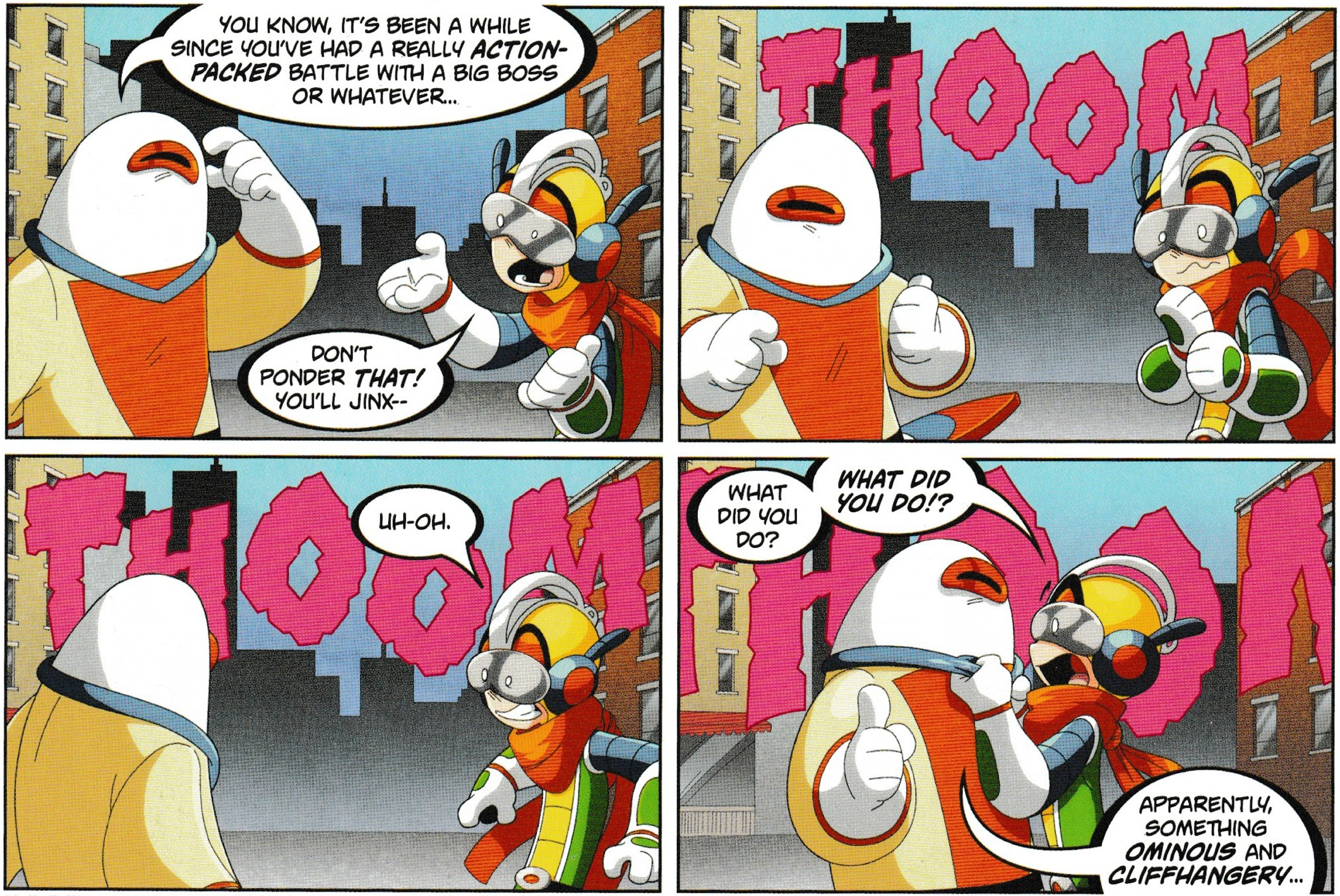
## COMMENTS

**MATT:** The posters in the background are for other retro Namco Bandai properties. On the left is *Wrestleball* (known as *Powerball* in the West), *Dig Dug* is in the middle, and *Wagan Land* is on the right. *Wagan Land* is a Japanese-exclusive series about a robot dinosaur who solves puzzles and flies by spinning his head. I'm being super serious.

**DAX:** SLAM!



ROUGH LAYOUT


YOU KNOW, IT'S BEEN A WHILE SINCE YOU'VE HAD A REALLY ACTION-PACKED BATTLE WITH A BIG BOSS OR WHATEVER...
DON'T PONDER THAT! YOU'LL JINX--
THOOM
THOOM
UH-OH.
WHAT DID YOU DO?
WHAT DID YOU DO!?
APPARENTLY, SOMETHING OMINOUS AND CLIFFHANGERY...

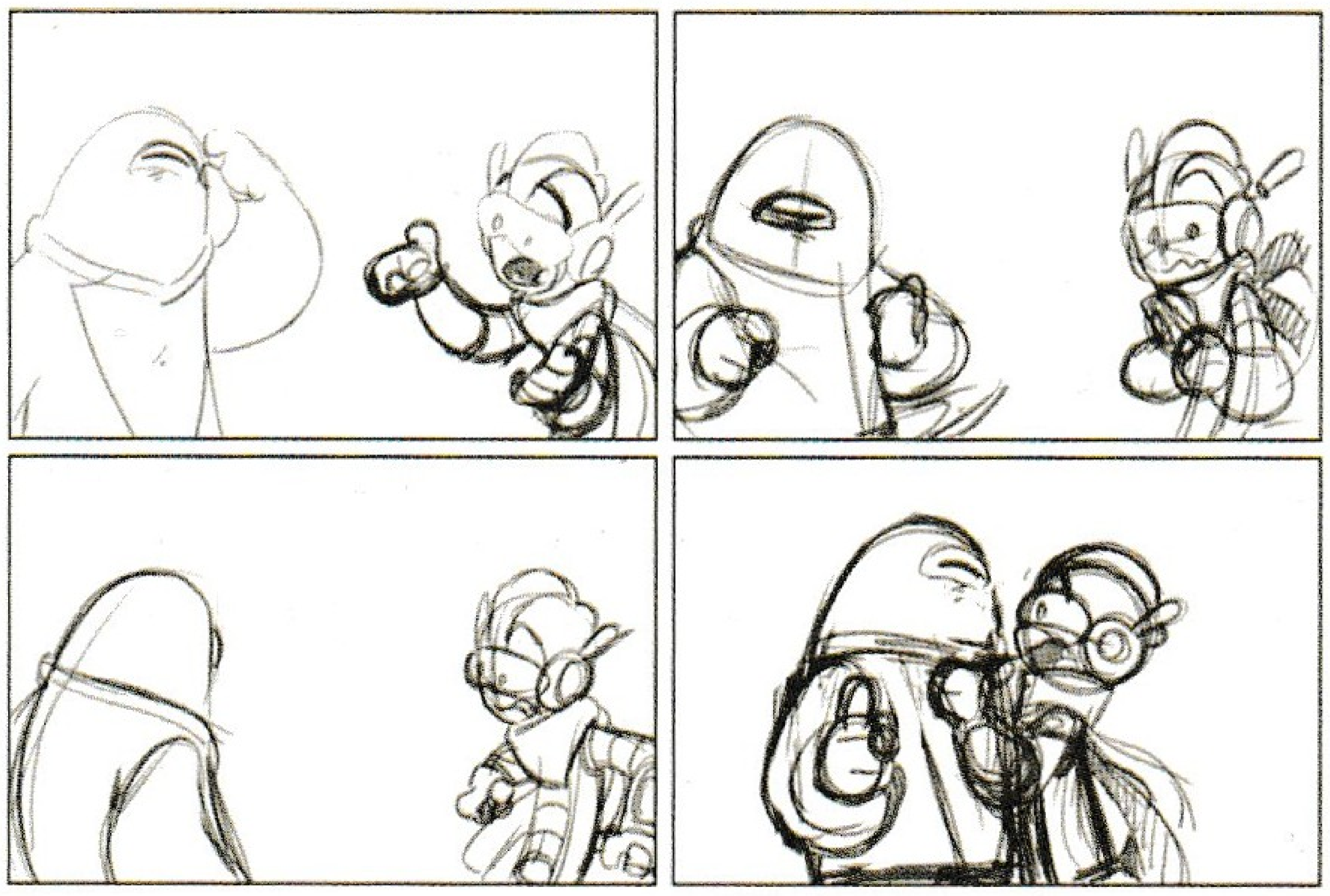
#065: THE START OF... SOMETHING!

SEPTEMBER 13, 2012

## COMMENTS

**MATT:** Don't feel too bad, Alpha. Bravoman does almost the same thing a little down the road.

**DAX:** Another case where I had fun with the posing to express the growing fear in our heroic duo.



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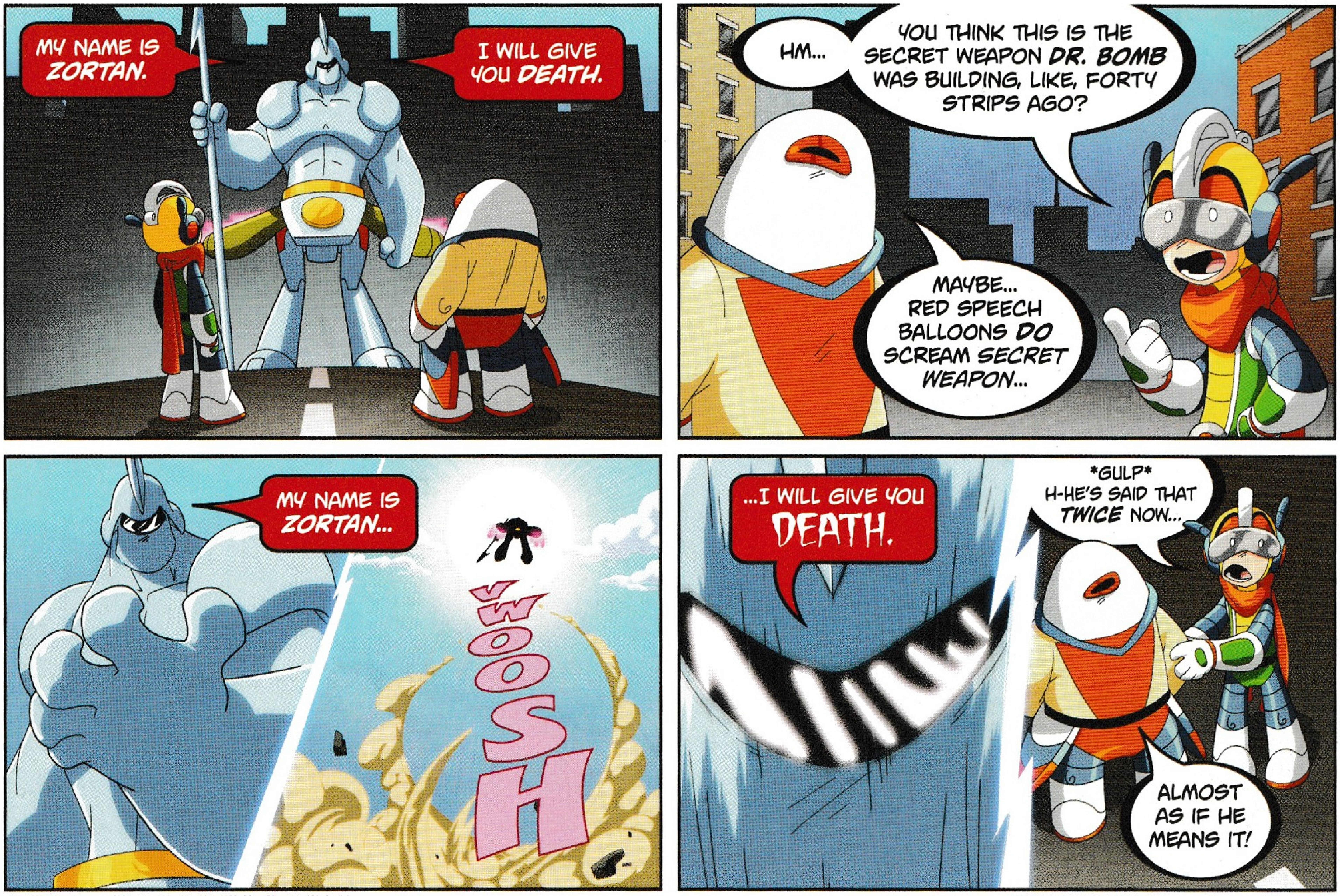

MY NAME IS ZORTAN.
I WILL GIVE YOU DEATH.
HM...
YOU THINK THIS IS THE SECRET WEAPON DR. BOMB WAS BUILDING, LIKE, FORTY STRIPS AGO?
MAYBE... RED SPEECH BALLOONS DO SCREAM SECRET WEAPON...
MY NAME IS ZORTAN...
WOOSH
...I WILL GIVE YOU DEATH.
*GULP* H-HE'S SAID THAT TWICE NOW...
ALMOST AS IF HE MEANS IT!

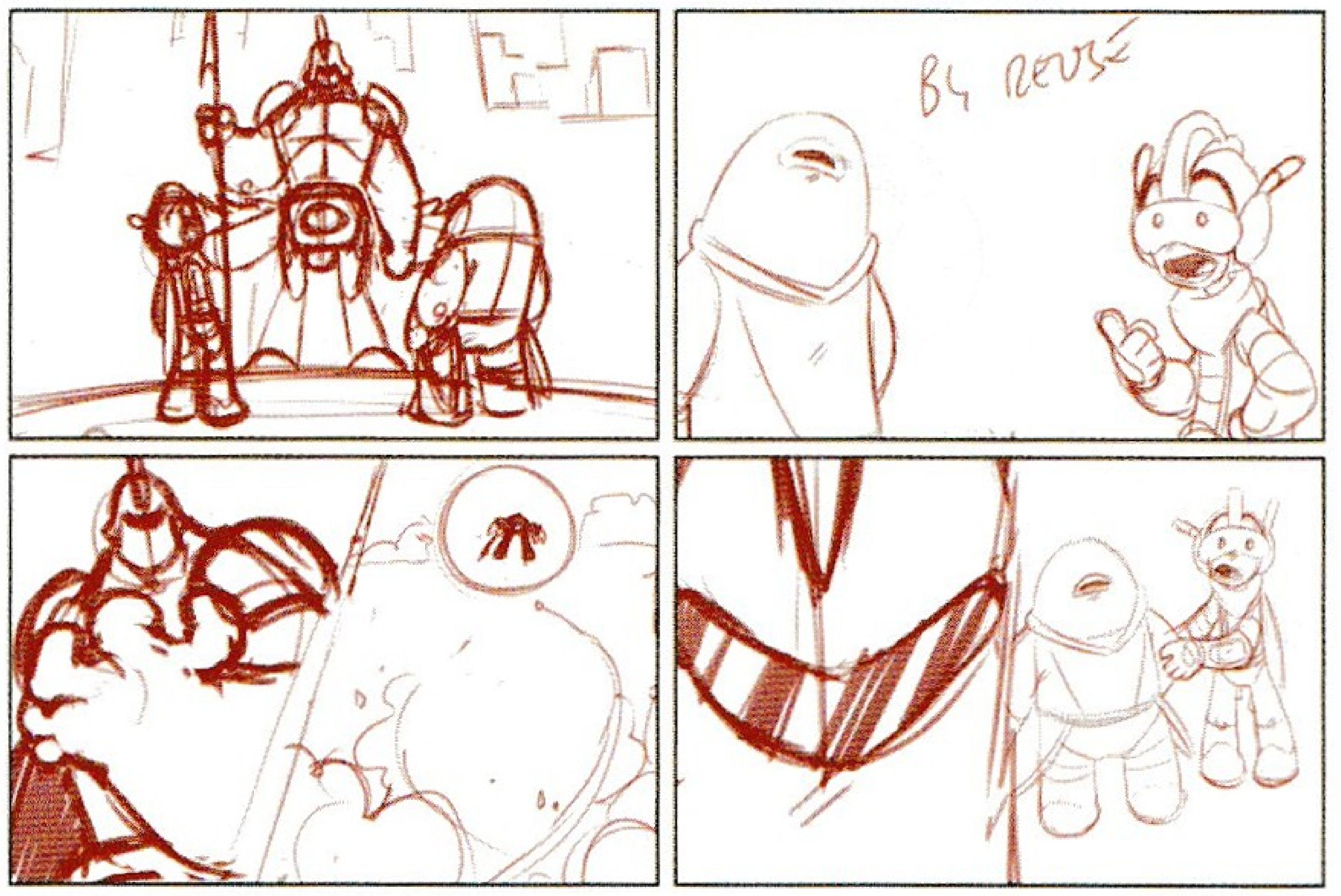
#066: ZOOORTAAAAN!

SEPTEMBER 15, 2012

## COMMENTS

**MATT:** I'm not 100% sure what Zortan was supposed to be in the original game... some kind of robotic harpy? Anyway, Dax did a great job interpreting this odd character design. He's our first villain that is meant to seem truly menacing.

**DAX:** I remember really trying to push the FX in panel three to sell the power of the jump. Another example of/nod to my love of anime and its timing. Trying to capture that in the comic is a lot of fun.



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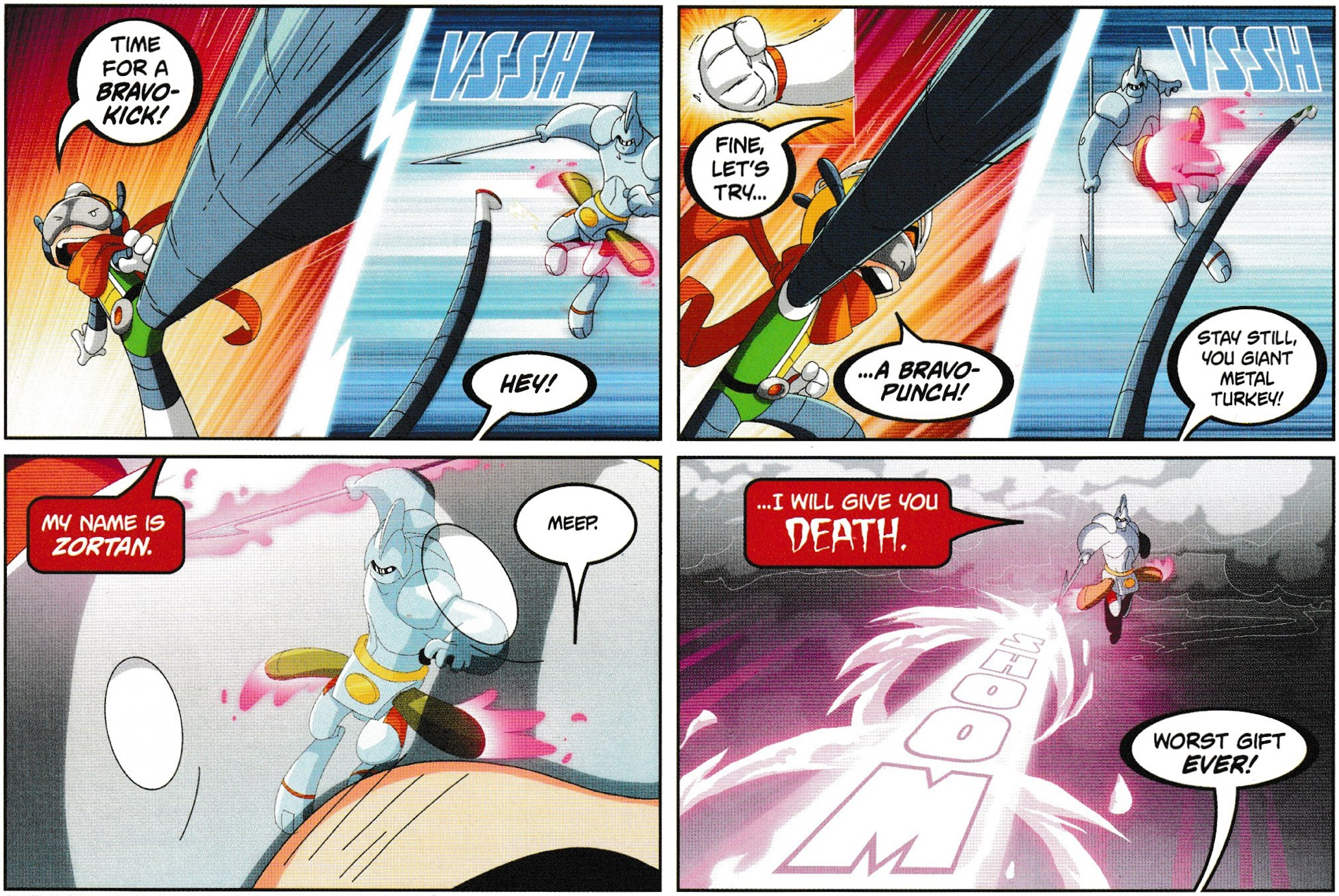

TIME FOR A BRAVO-KICK!
VSSH
HEY!
FINE, LET'S TRY...
VSSH
...A BRAVO-PUNCH!
STAY STILL, YOU GIANT METAL TURKEY!
MY NAME IS ZORTAN.
MEEP.
...I WILL GIVE YOU DEATH.
WHOOOM
WORST GIFT EVER!

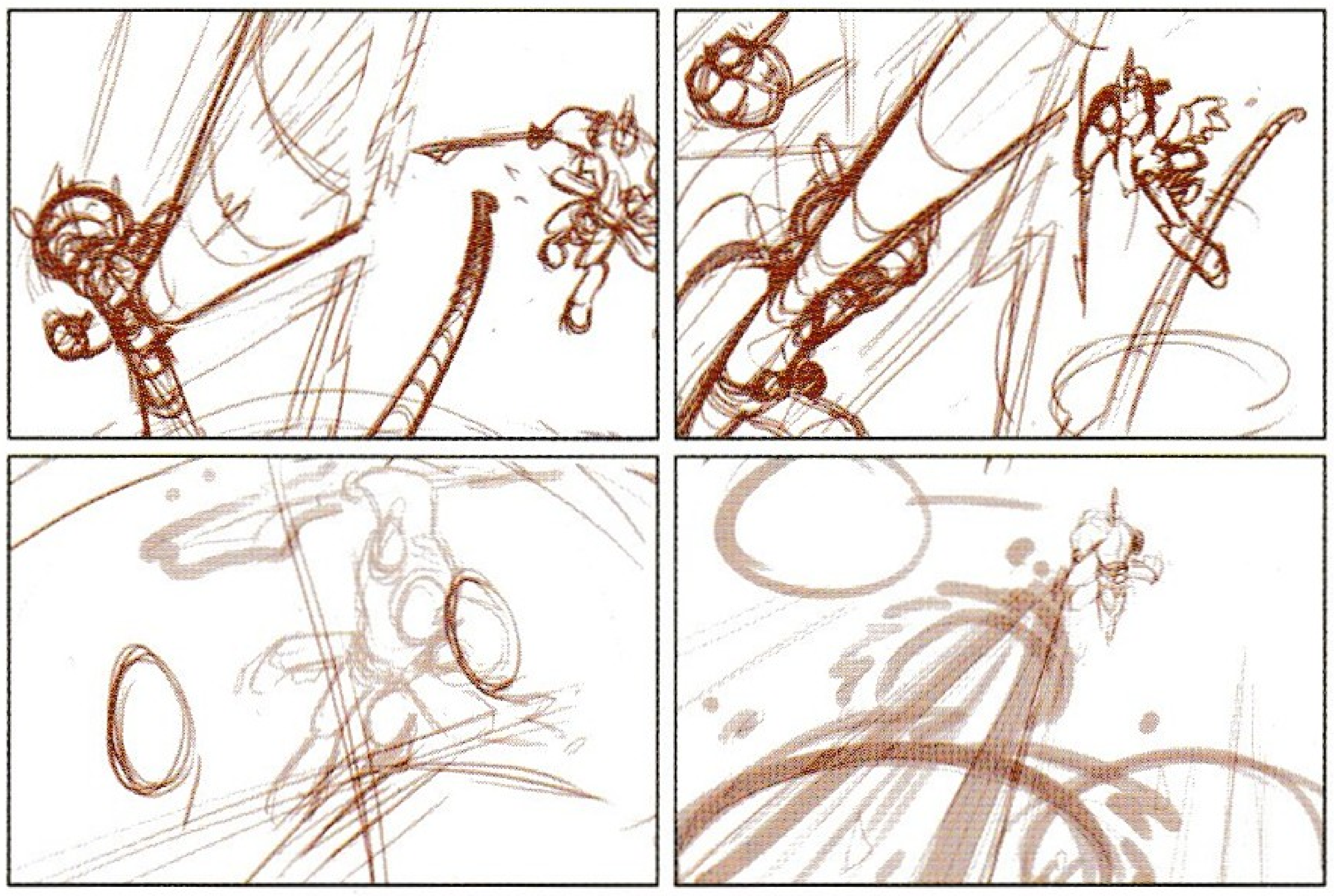
#067: BRAVO IN TROUBLE

SEPTEMBER 18, 2012

## COMMENTS

**MATT:** The reflection in Bravo's visor is pretty slick. Way to go, art team!

**DAX:** One of my favorite action strips to this point. I was really able to push it and have fun. I believe the script said something like "Actiony stuff, punches and kicks that miss." As an artist I get a lot of freedom from Matt for these types of sequences, which is great.



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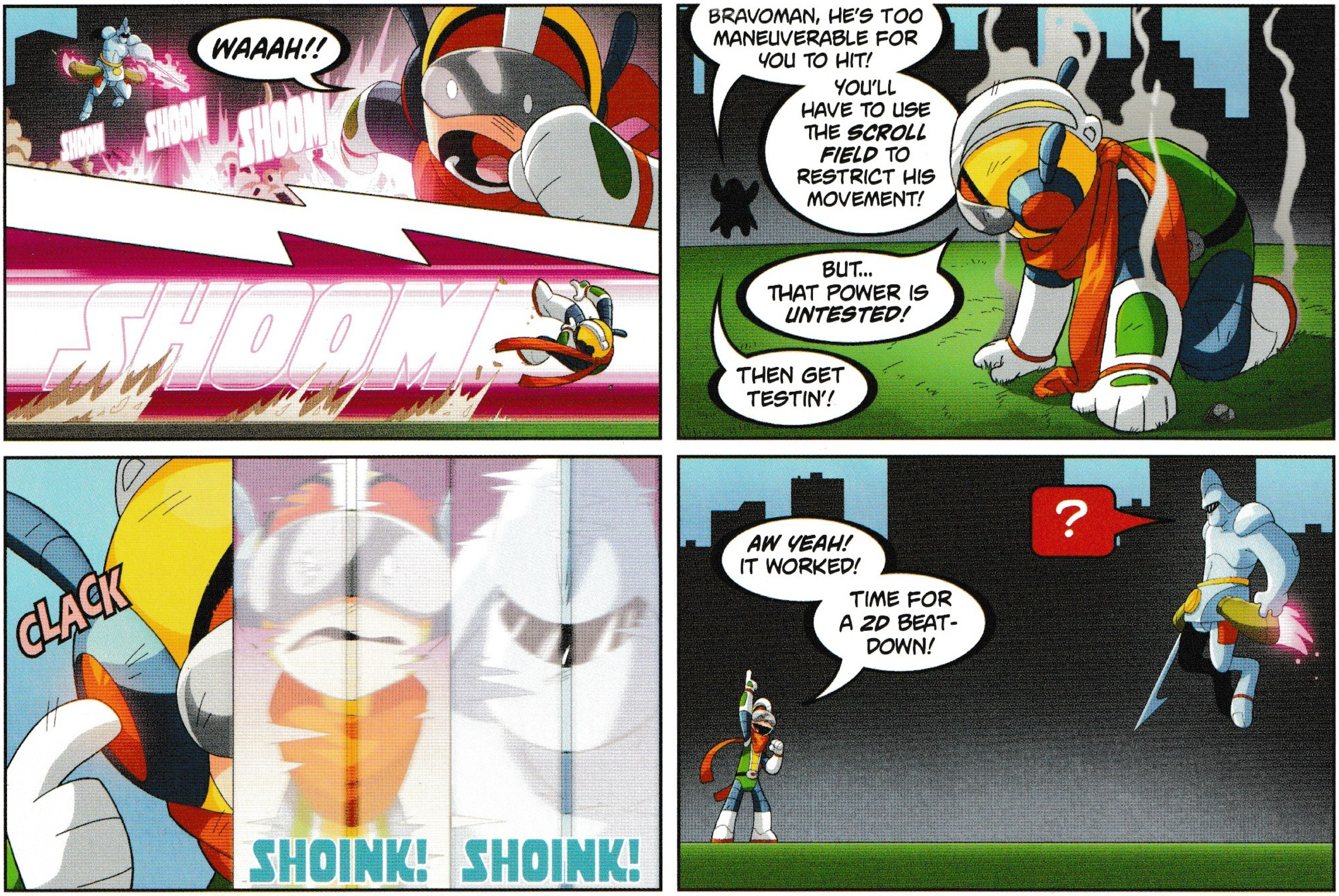

WAAAH!!
SHOOM
SHOOM
SHOOM
SHOOM
BRAVOMAN, HE'S TOO MANEUVERABLE FOR YOU TO HIT!
YOU'LL HAVE TO USE THE SCROLL FIELD TO RESTRICT HIS MOVEMENT!
BUT... THAT POWER IS UNTESTED!
THEN GET TESTIN'!
CLACK
SHOINK!
SHOINK!
AW YEAH! IT WORKED!
TIME FOR A 2D BEAT-DOWN!
?

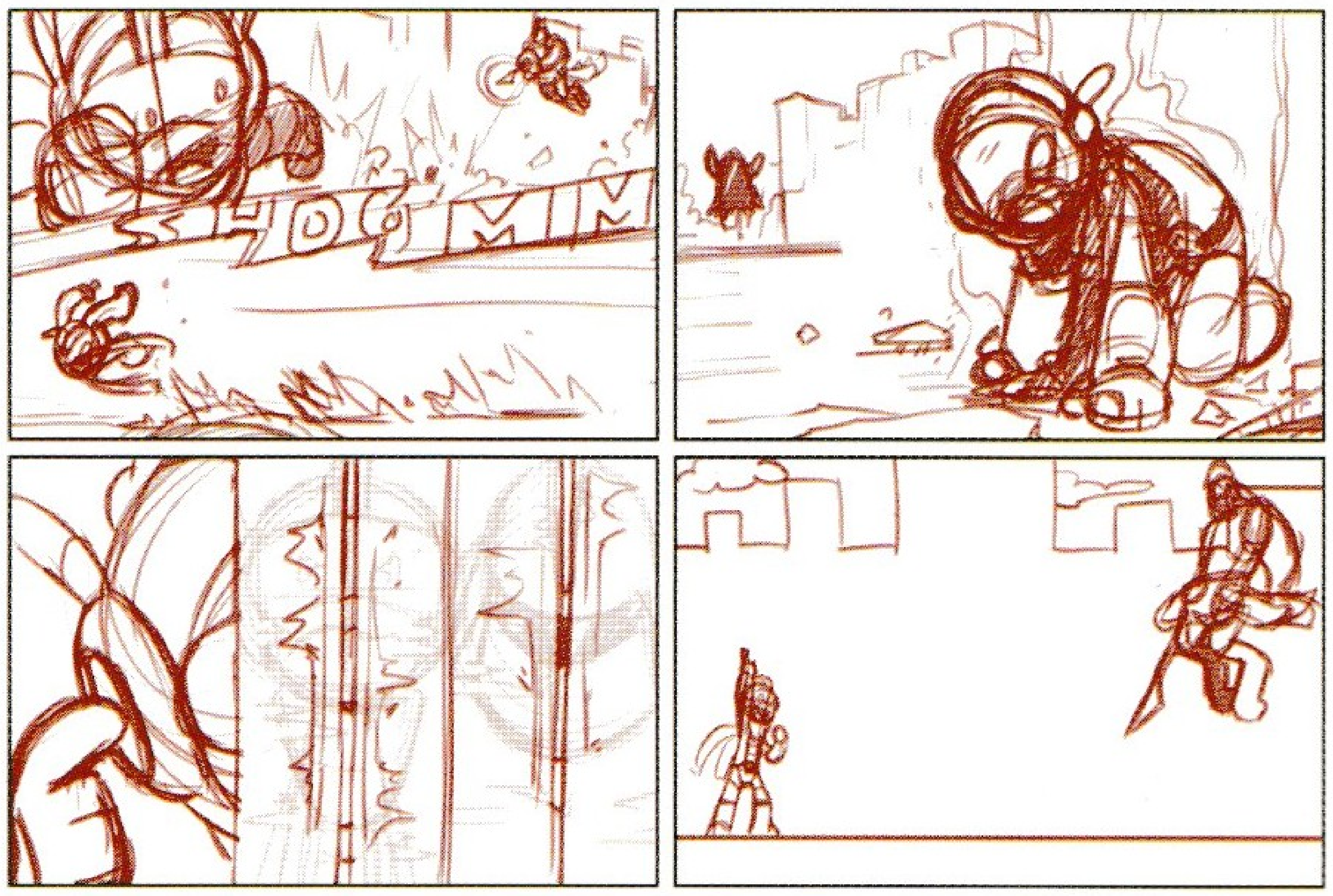
#068: SECRET POWER ACTIVE!

SEPTEMBER 20, 2012

## COMMENTS

**MATT:** Bravoman officially gets his first new power! It won't be the last...

**DAX:** Something else I have used multiple times in the series is what I call the ***pebble skip***, which is a huge shout-out to comic artist Joe Madureira. He was a massive influence on me growing up.



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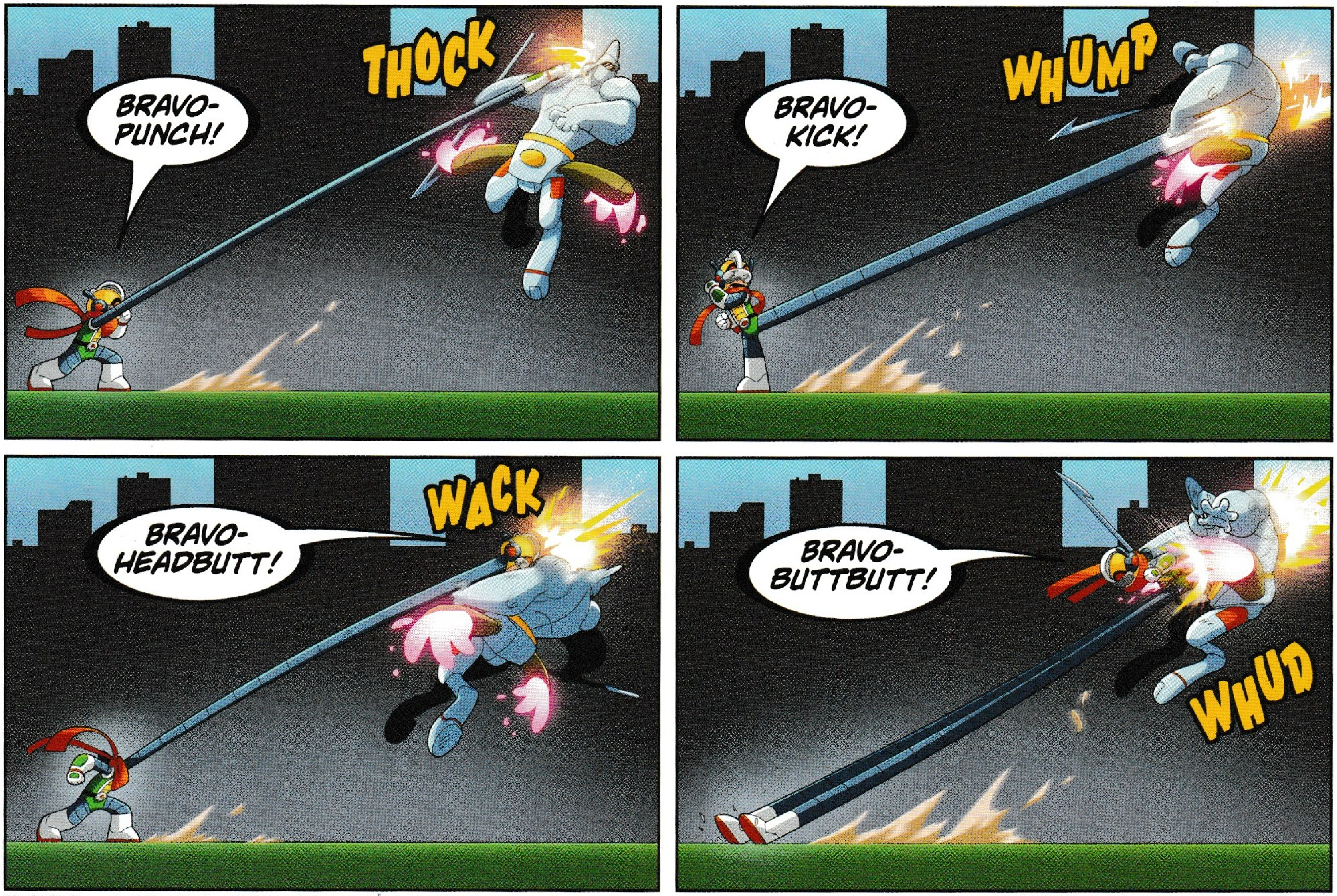

BRAVO-PUNCH!
THOCK
BRAVO-KICK!
WHUMP
BRAVO-HEADBUTT!
WACK
BRAVO-BUTTBUTT!
WHUD

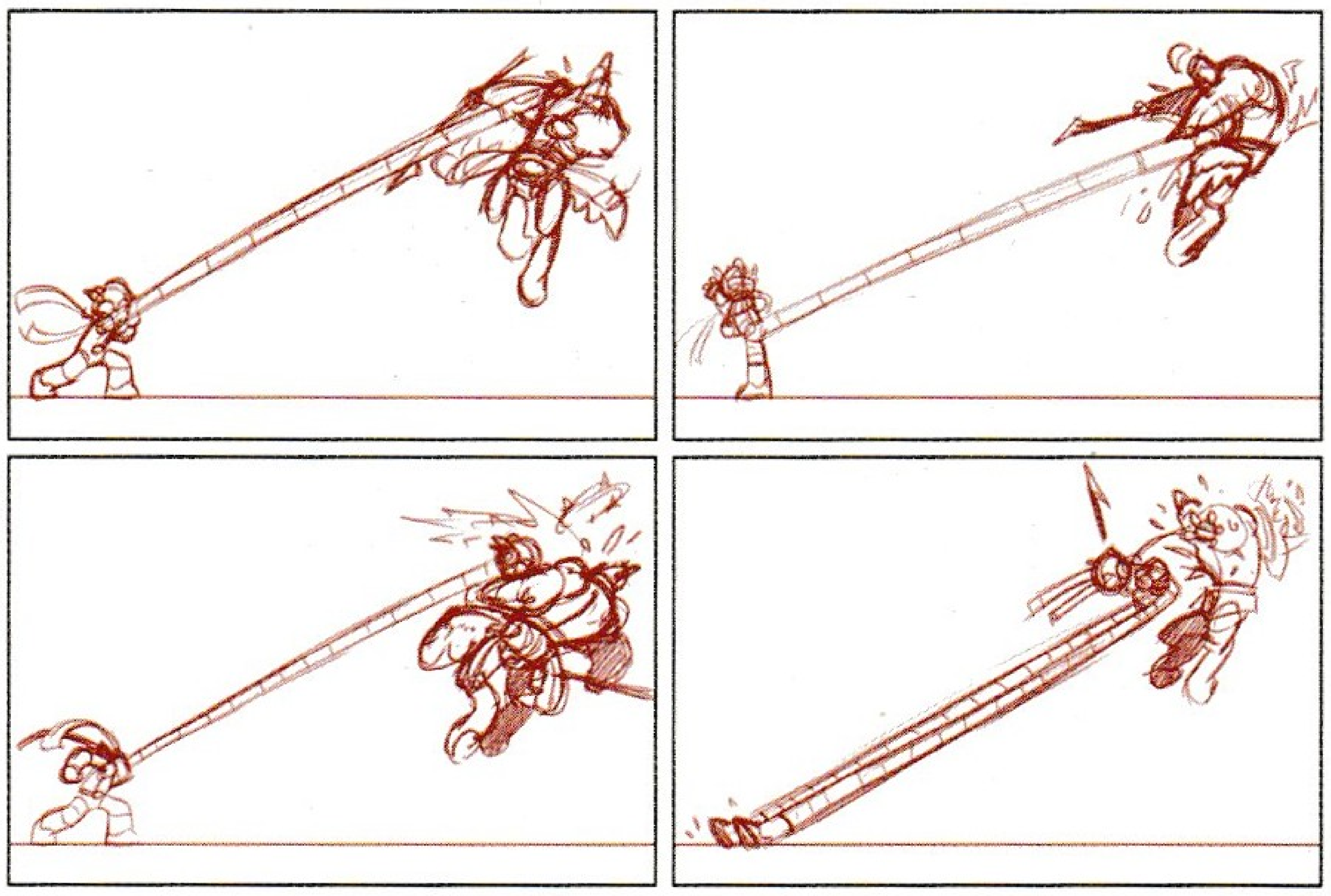
#069: WE BE SCROLLIN'

SEPTEMBER 23, 2012

## COMMENTS

**MATT:** The Bravo-Punch, Bravo-Kick, and Bravo-Headbutt are moves from the game. The Bravo-Buttbutt, that's all comic.

**DAX:** Buttbutt = win.



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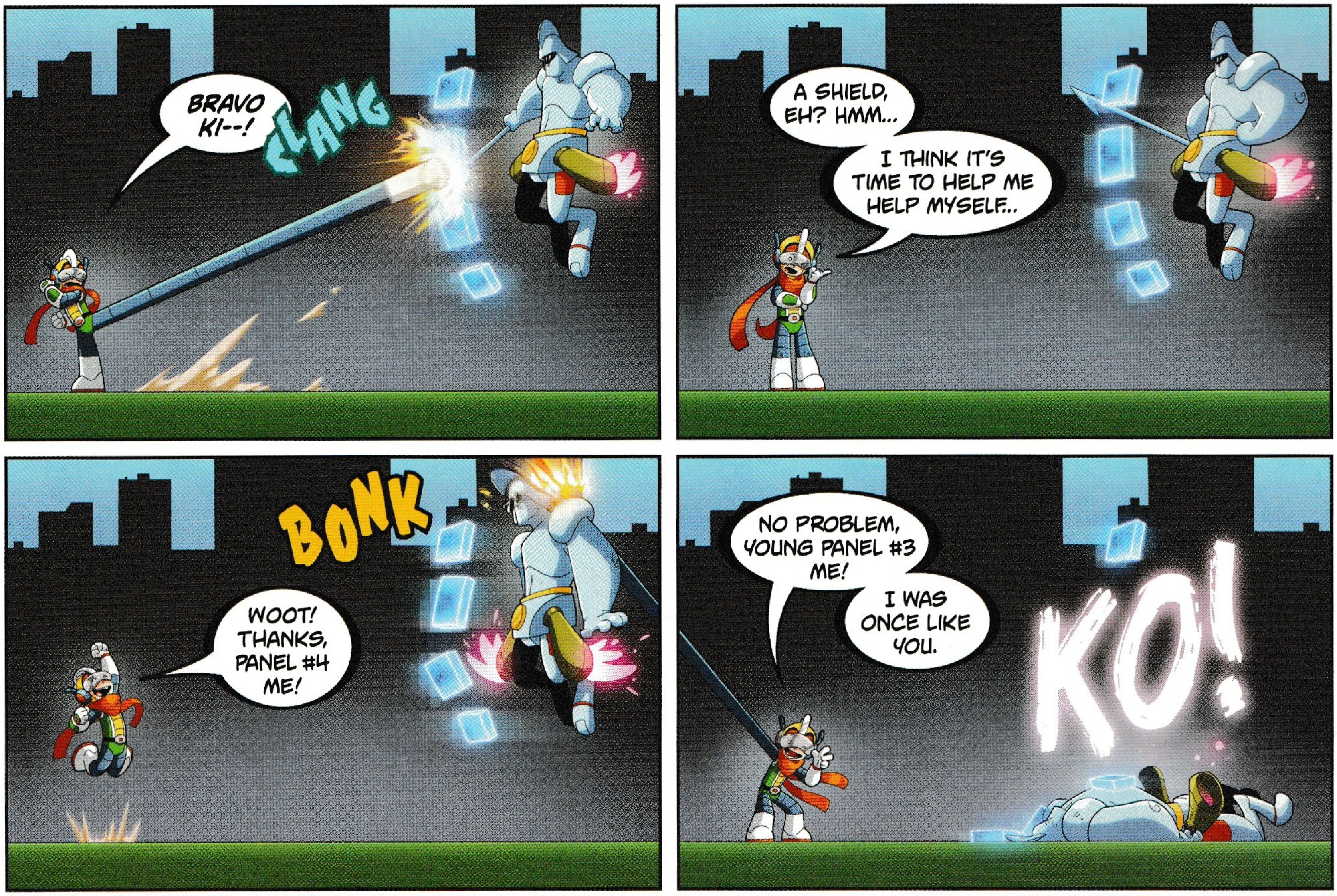

BRAVO KI--!
CLANG
A SHIELD, EH? HMM...
I THINK IT'S TIME TO HELP ME HELP MYSELF...
BONK
WOOT! THANKS, PANEL #4 ME!
NO PROBLEM, YOUNG PANEL #3 ME!
I WAS ONCE LIKE YOU.
KO!

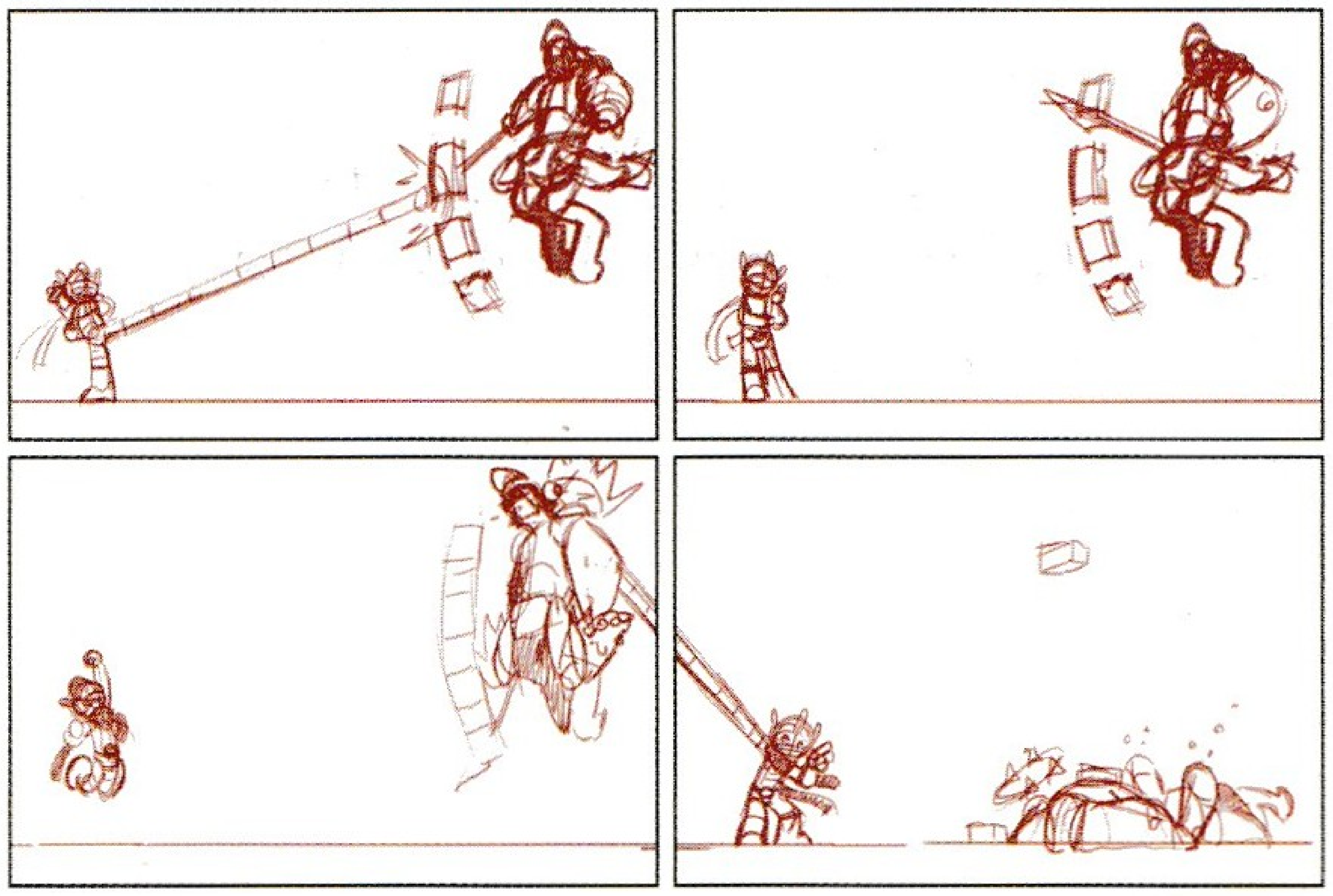
#070: BREAKING VARIOUS WALLS

SEPTEMBER 25, 2012

## COMMENTS

**MATT:** The idea of reaching across the panel to get behind a bad guy's shield was the first joke I thought up when we were working on the initial pitch for *Bravoman*. I'm surprised it took me so long to actually use it!

**DAX:** The ultimate fourth wall gag. The idea of reaching across panels has been used a couple more times in the series since.



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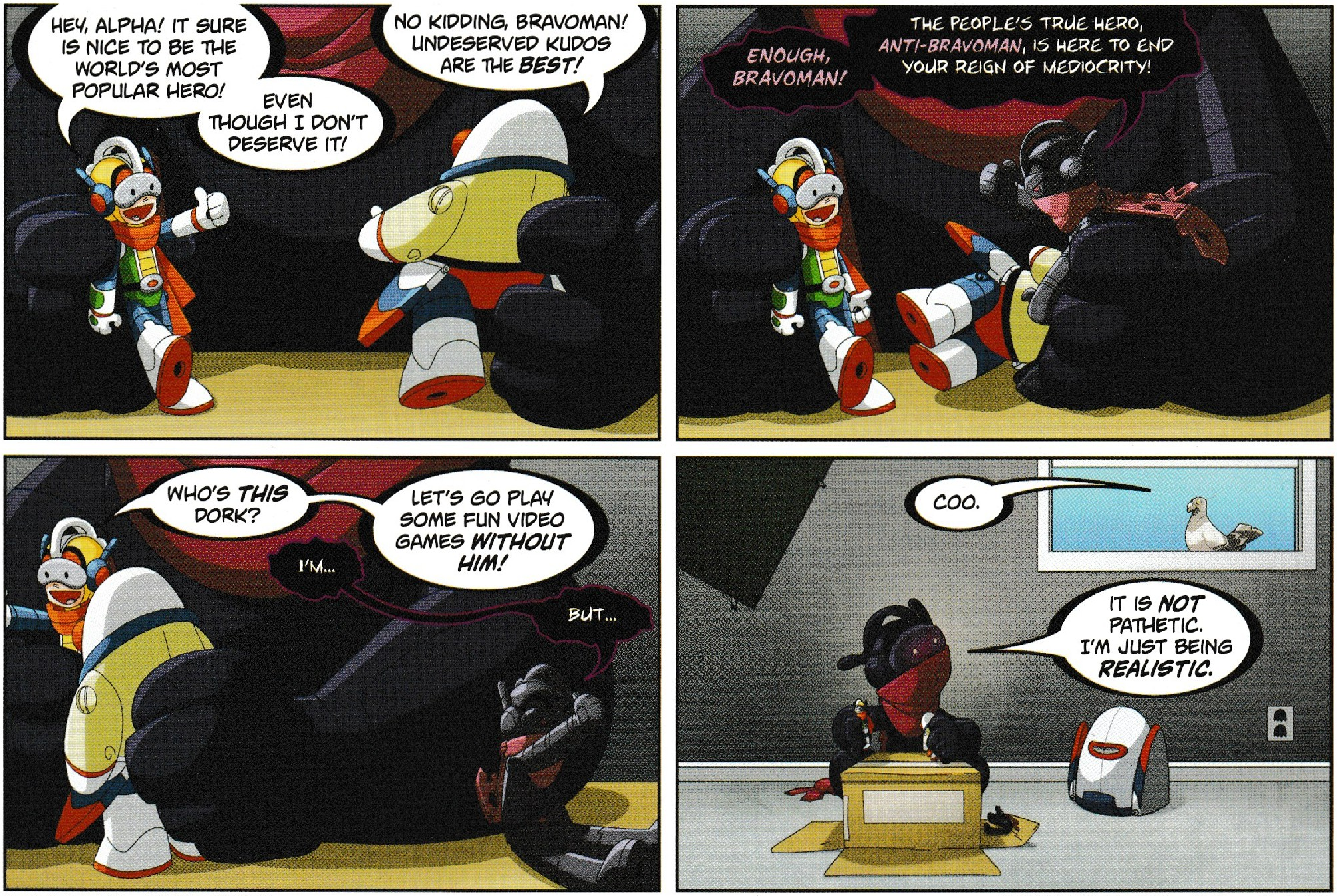

HEY, ALPHA! IT SURE IS NICE TO BE THE WORLD'S MOST POPULAR HERO!
EVEN THOUGH I DON'T DESERVE IT!
NO KIDDING, BRAVOMAN! UNDESERVED KUDOS ARE THE *BEST!*
ENOUGH, BRAVOMAN!
THE PEOPLE'S TRUE HERO, ANTI-BRAVOMAN, IS HERE TO END YOUR REIGN OF MEDIOCRITY!
WHO'S *THIS* DORK?
LET'S GO PLAY SOME FUN VIDEO GAMES *WITHOUT HIM!*
I'M...
BUT...
COO.
IT IS *NOT* PATHETIC. I'M JUST BEING *REALISTIC.*

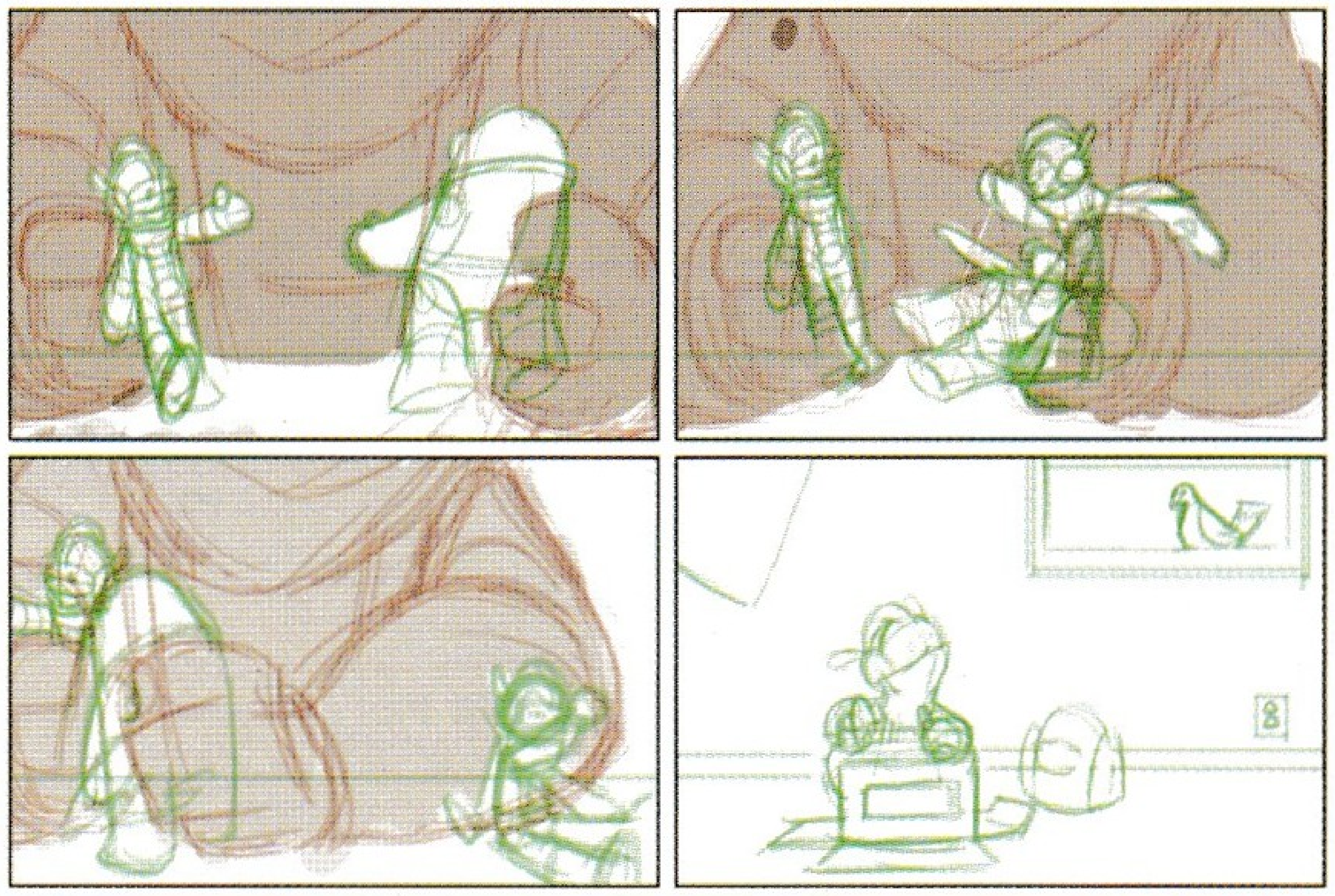
#071: IT FIGURES

SEPTEMBER 27, 2012

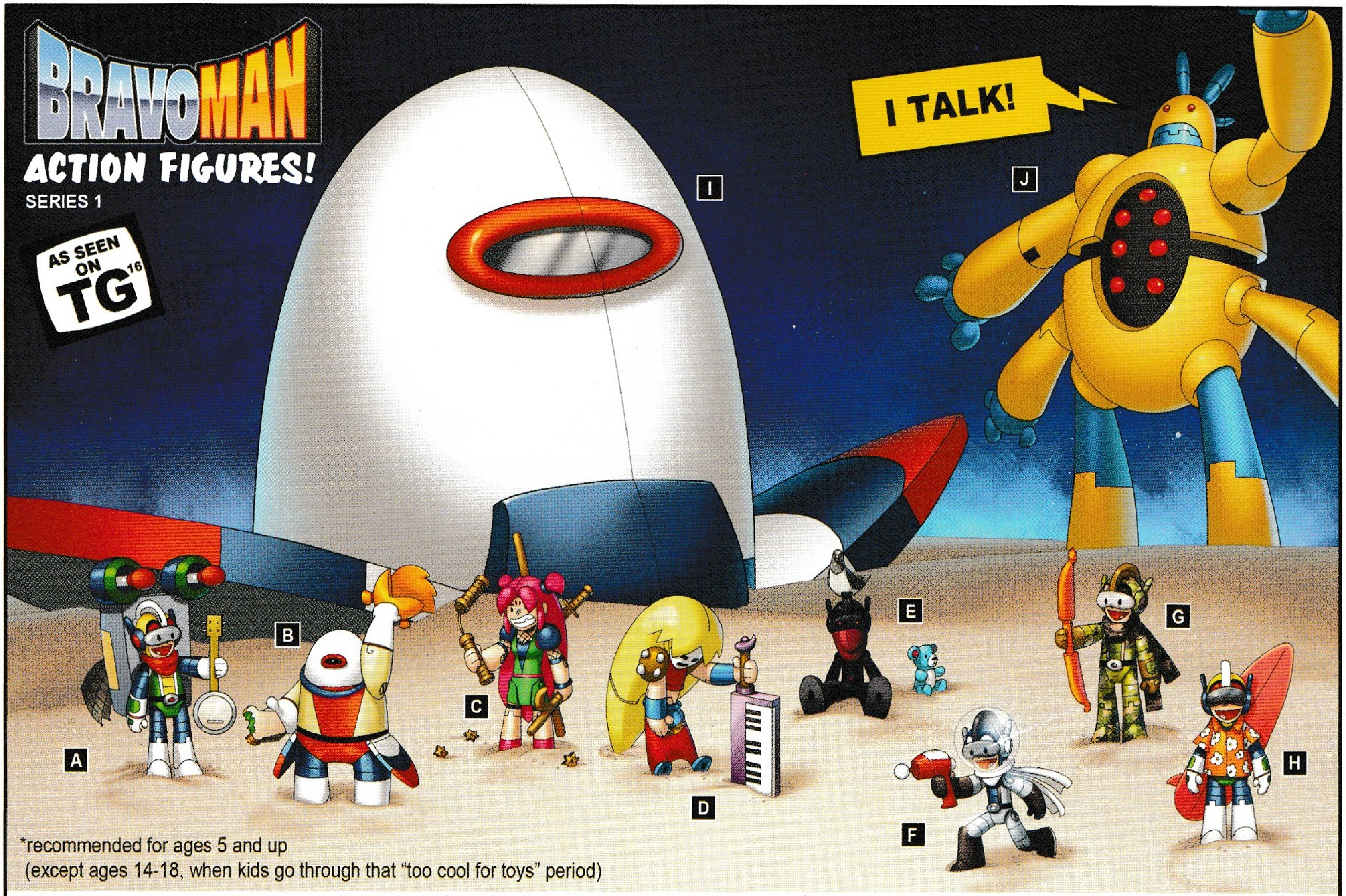
## COMMENTS

**MATT:** This strip, as well as all the toy catalog strips we have done, was inspired by Dax drawing a few random action figures on the floor of Anti-Bravoman's bedroom in strip #56. Just goes to show that a small, random inclusion can have big effects on a mythos!

**DAX:** Uh-oh, here come the toys…



ROUGH LAYOUT



*recommended for ages 5 and up
(except ages 14-18, when kids go through that "too cool for toys" period)

BRAVOMAN 6-inch action figures are fully poseable, and fully awesome! Deluxe figures (items F-H) also include an exclusive BRAVOMAN mini-comic and activity book. Collect them all!

STANDARD ASSORTMENT:

| | | |
|---|---|---|
| A | **BRAVOMAN** with NET LAUNCHERS and BANJO | $7.99 |
| B | **ALPHA MAN** with SANDWICH and ALPHETTE DISGUISE | $7.99 |
| C | **WAYA HIME** with NINJA ARSENAL | $7.99 |
| D | **BENJAMIN** with KEYTAR SWORD | $7.99 |
| E | **ANTI-BRAVOMAN** with TEDDY BEAR and PIGEON | $7.99 |

DELUXE BRAVOMAN FIGURES:

| | | |
|---|---|---|
| F | **SPACE ADVENTURE BRAVOMAN** | $8.99 |
| G | **JUNGLE ATTACK BRAVOMAN** | $8.99 |
| H | **SUPER SURFIN' BRAVOMAN** | $8.99 |

OVERSIZED/PLAYSETS:

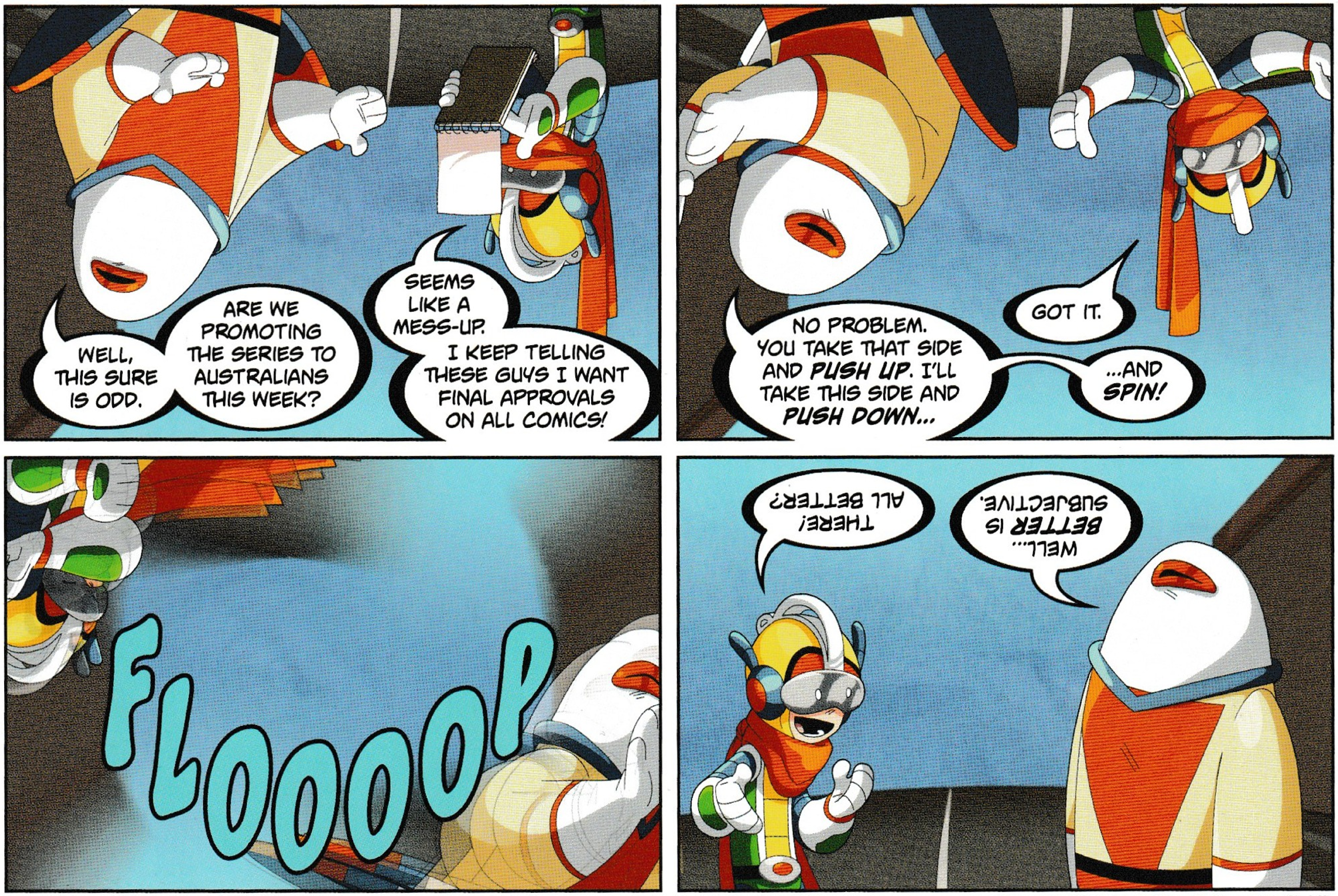
| | | |
|---|---|---|
| I | **STARSHIP ALPHA**<br>Stores up to eight BRAVOMAN figures (sold separately) | $38.99 |
| J | **ATTACK BOMBER V9.1**<br>Says four different electronic phrases!<br>Requires fourteen AA batteries (not included) | $27.99 |

#072: FOR AGES 5 AND UP

SEPTEMBER 29, 2012

## COMMENTS

**MATT:** The toy catalog strips are based off the ads you would see for toy lines in the Sears Christmas Wishbook during the 1980s. Google a few of them and you'll probably figure out some of the references we've made.


WELL, THIS SURE IS ODD.
ARE WE PROMOTING THE SERIES TO AUSTRALIANS THIS WEEK?
SEEMS LIKE A MESS-UP.
I KEEP TELLING THESE GUYS I WANT FINAL APPROVALS ON ALL COMICS!
NO PROBLEM. YOU TAKE THAT SIDE AND PUSH UP. I'LL TAKE THIS SIDE AND PUSH DOWN...
GOT IT.
...AND SPIN!
FLOOOOP
THERE! ALL BETTER?
WELL... BETTER IS SUBJECTIVE.

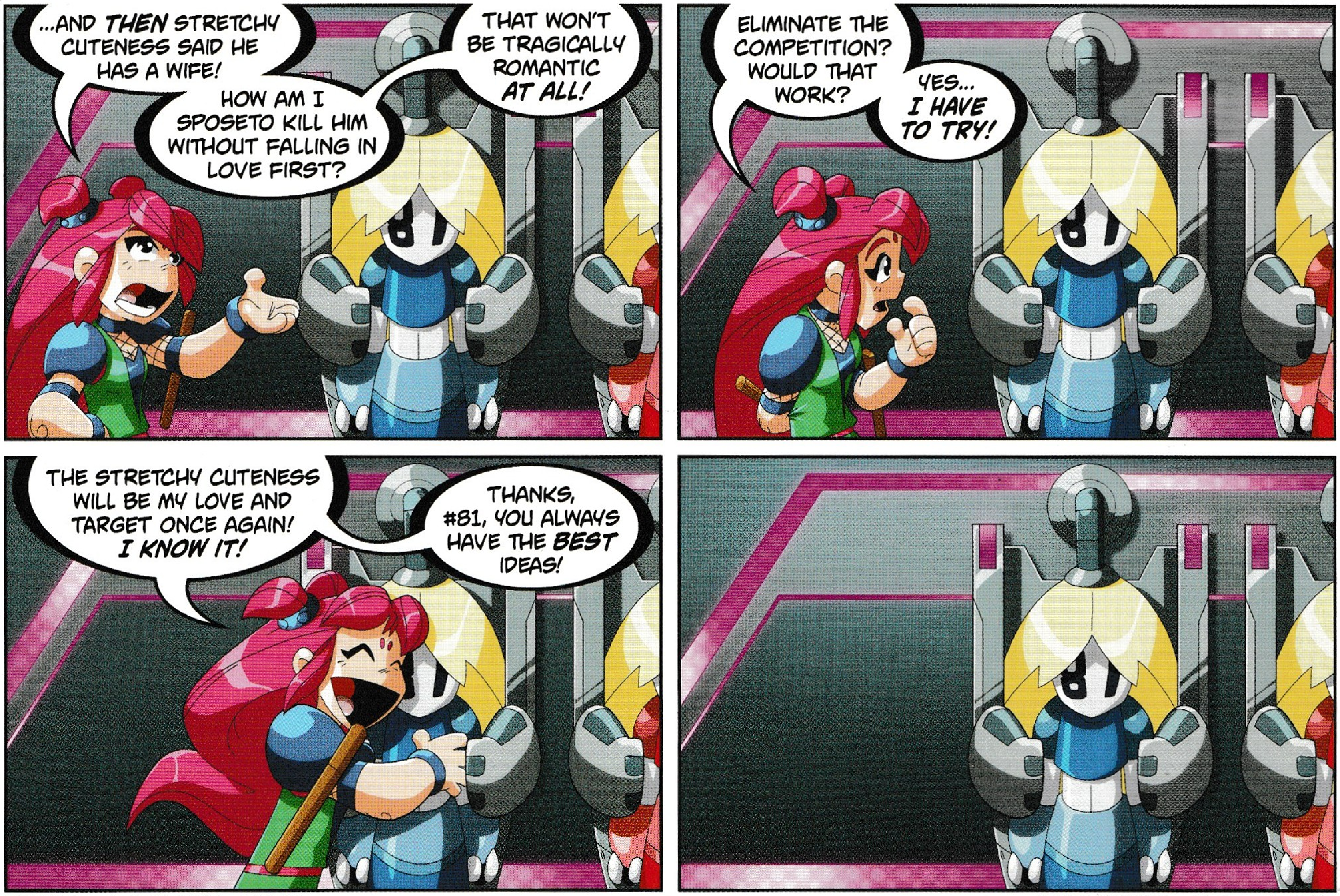
#073: DOWNSIDE UP

OCTOBER 02, 2012

## COMMENTS

**MATT:** I like that Dax was clever enough to have Bravo's scarf hanging down; I wouldn't have thought of that.

**DAX:** Another weird one from Matt's brain... but fun to do!


...AND *THEN* STRETCHY CUTENESS SAID HE HAS A WIFE!
HOW AM I SPOSETO KILL HIM WITHOUT FALLING IN LOVE FIRST?
THAT WON'T BE TRAGICALLY ROMANTIC *AT ALL!*
ELIMINATE THE COMPETITION? WOULD THAT WORK?
YES... *I HAVE TO TRY!*
THE STRETCHY CUTENESS WILL BE MY LOVE AND TARGET ONCE AGAIN! *I KNOW IT!*
THANKS, #81, YOU ALWAYS HAVE THE *BEST* IDEAS!

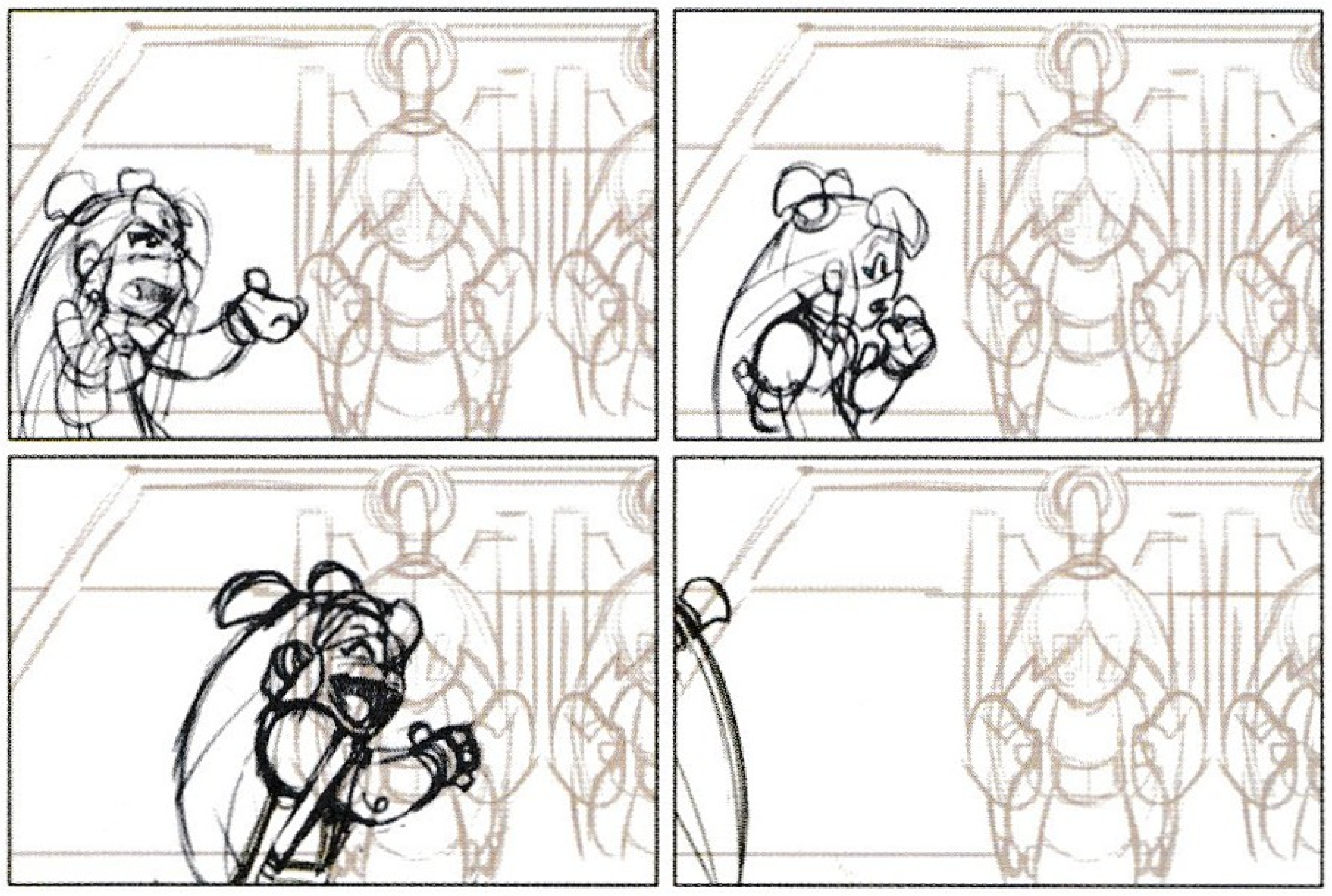
#074: WHINEY HIME

OCTOBER 04, 2012

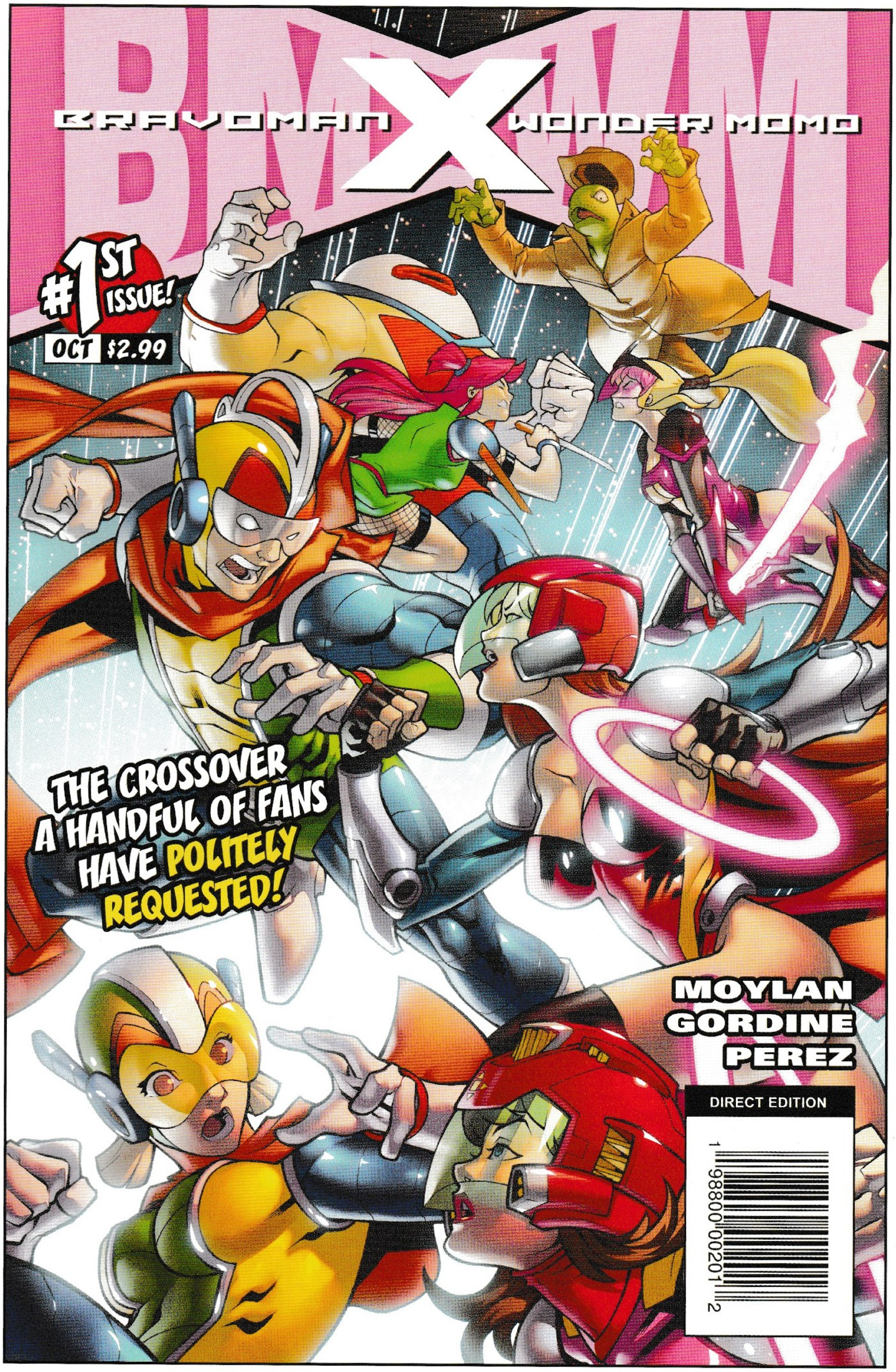
## COMMENTS

**MATT:** A little check-in with Waya Hime. Seems she likes to talk to Binjas when they're recharging... what a silly girl.

**DAX:** Gotta love Waya... but she's weird.



ROUGH LAYOUT


BRAVOMAN
X
WONDER MOMO
#1 ST ISSUE!
OCT $2.99
THE CROSSOVER A HANDFUL OF FANS HAVE POLITELY REQUESTED!
MOYLAN
GORDINE
PEREZ
DIRECT EDITION

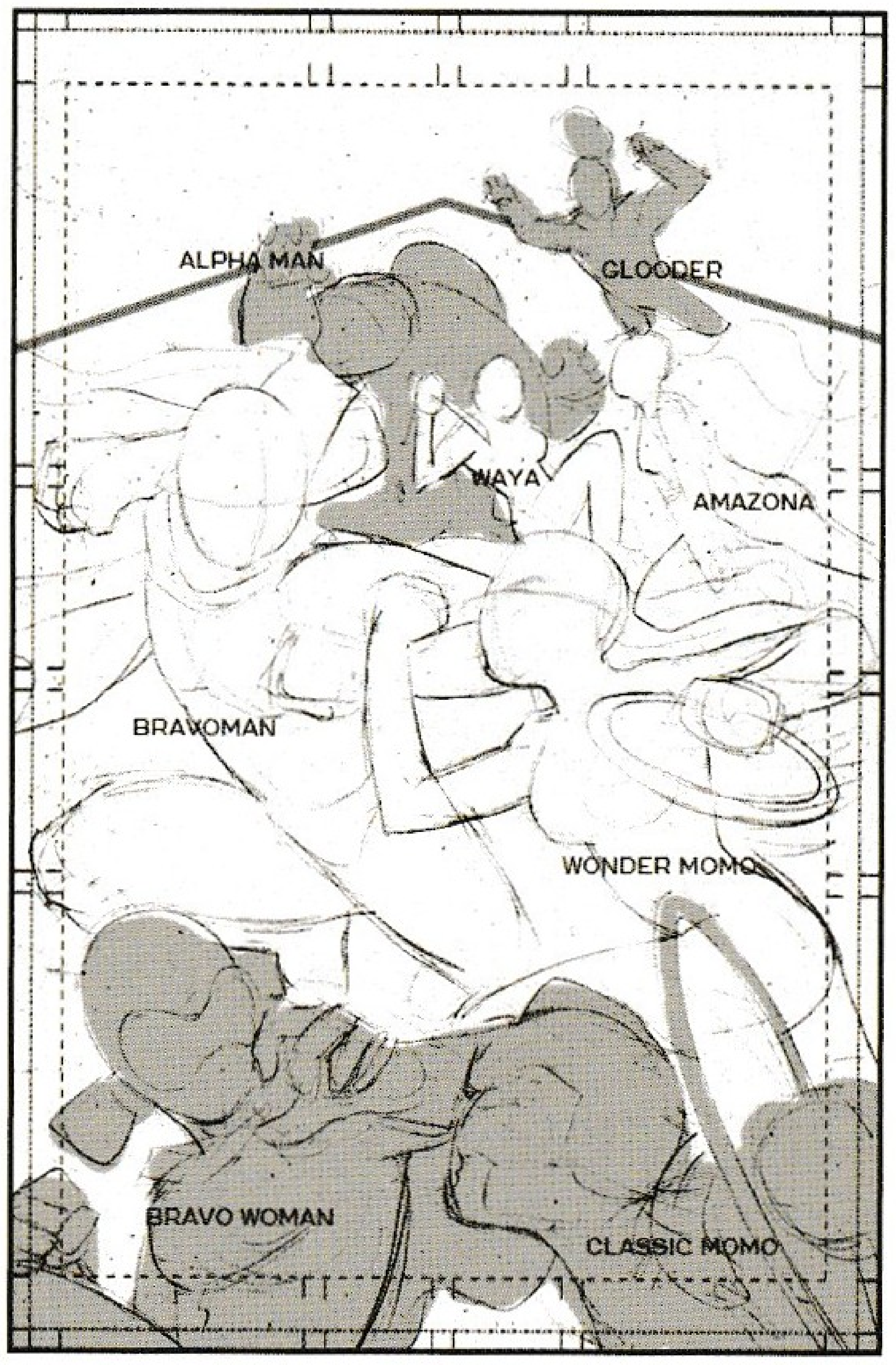
#075:
BRAVO X MOMO COVER
OCTOBER 06, 2012

GUEST ART BY:
EDWIN HUANG (LINE ART) &
ROB "ROBAATO" PORTER
(COLORS)

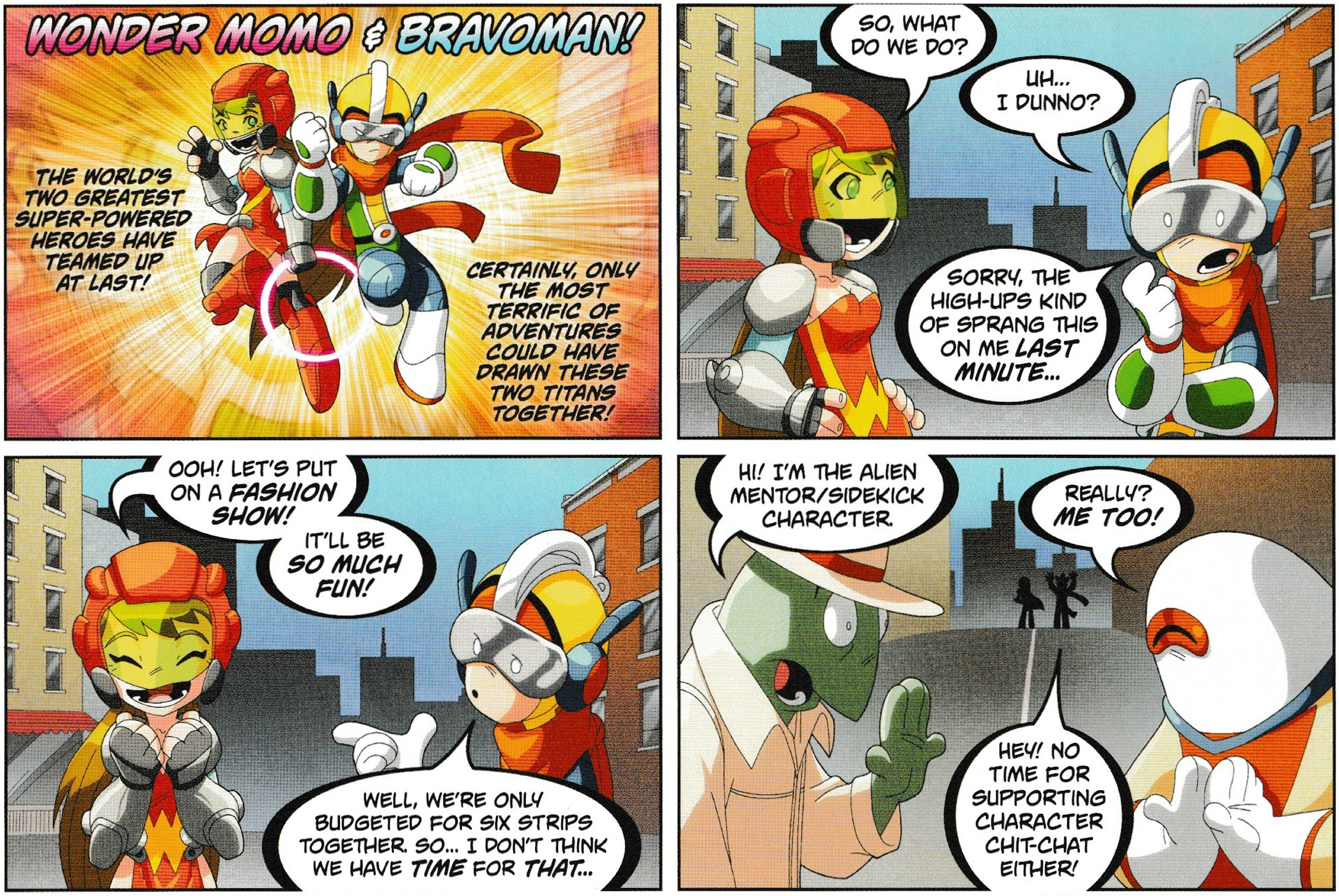
## COMMENTS

**MATT:** This pinup was drawn by Edwin Huang *(Skullkickers)* and colored by Robaato *(Cryamore)*. Just a fun superhero style image to kick off our first intra-company crossover.

FYI, the ***X*** is pronounced ***cross*** in *Bravoman X Wonder Momo*'s title.
It's something of a tradition for Namco Bandai's video game crossovers.


ALPHA MAN
CLOODER
WAYA
AMAZONA
BRAVOMAN
WONDER MOMO
BRAVO WOMAN
CLASSIC MOMO

ROUGH LAYOUT


WONDER MOMO & BRAVOMAN!
THE WORLD'S TWO GREATEST SUPER-POWERED HEROES HAVE TEAMED UP AT LAST!
CERTAINLY, ONLY THE MOST TERRIFIC OF ADVENTURES COULD HAVE DRAWN THESE TWO TITANS TOGETHER!
SO, WHAT DO WE DO?
UH... I DUNNO?
SORRY, THE HIGH-UPS KIND OF SPRANG THIS ON ME LAST MINUTE...
OOH! LET'S PUT ON A FASHION SHOW!
IT'LL BE SO MUCH FUN!
WELL, WE'RE ONLY BUDGETED FOR SIX STRIPS TOGETHER. SO... I DON'T THINK WE HAVE TIME FOR THAT...
HI! I'M THE ALIEN MENTOR/SIDEKICK CHARACTER.
REALLY? ME TOO!
HEY! NO TIME FOR SUPPORTING CHARACTER CHIT-CHAT EITHER!

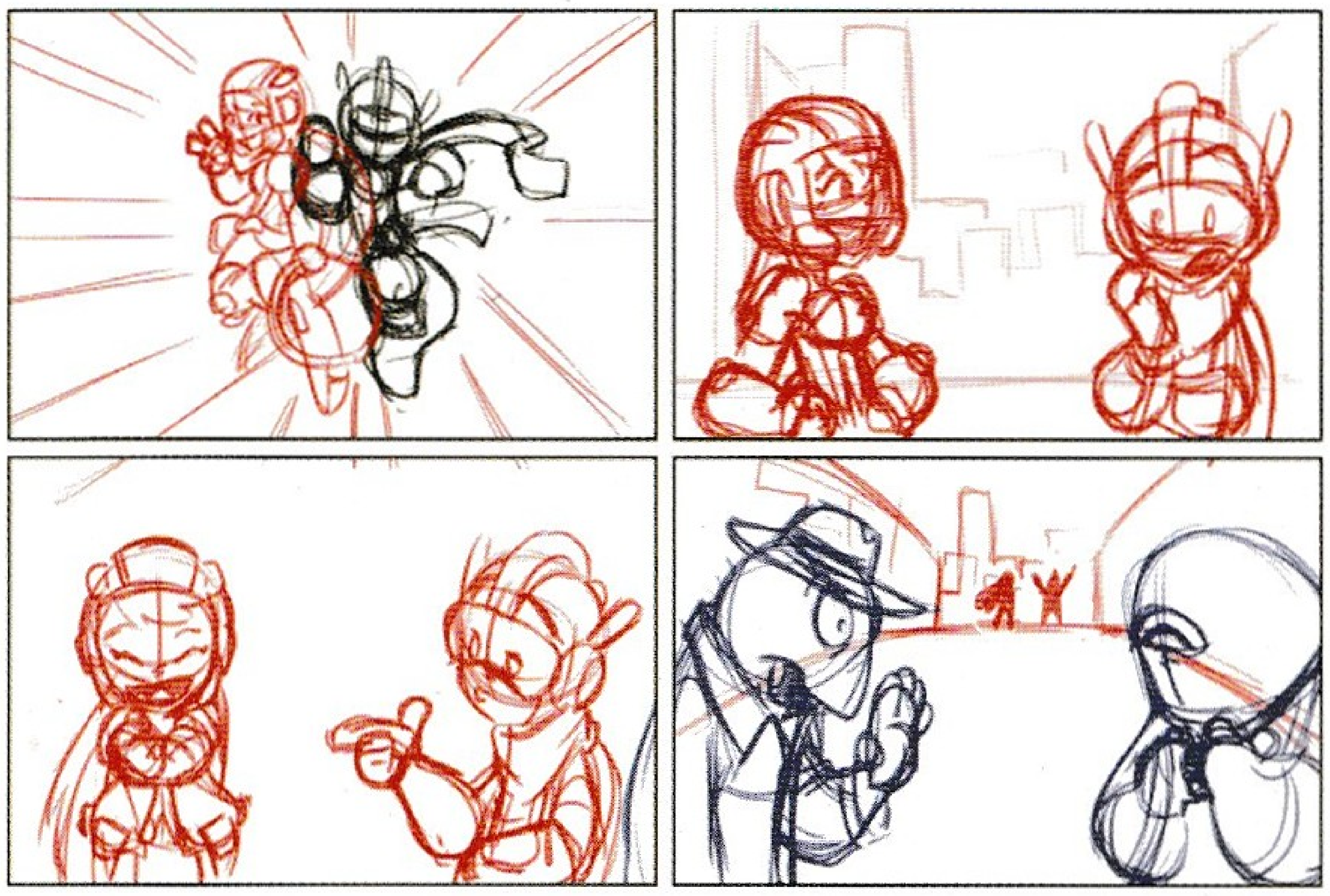
#076: BRAVO X MOMO PART 1

OCTOBER 09, 2012

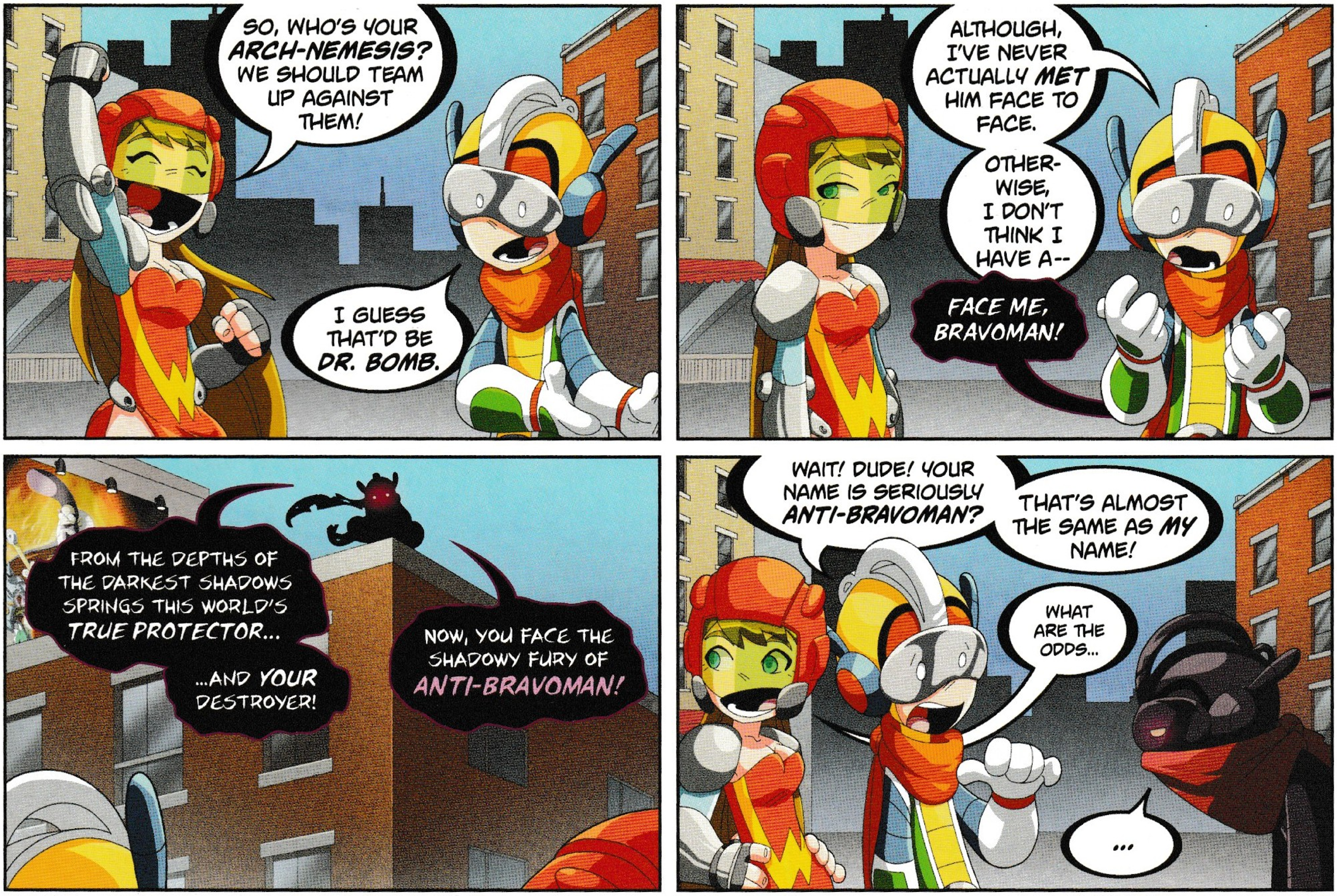
## COMMENTS

**MATT:** Bravoman and Momo do actually have some strong links going all the way back to their beginnings as 1980s Namco video game characters. They were both originally parodies of Japanese tokusatsu-style superheroes. Tokusatsu are Japanese live-action superhero shows with a lot of special effects, like *Kamen Rider* or *Ultraman*. Helmets like the ones Bravo and Momo wear are a staple of many tokusatsu heroes.

**DAX:** Loved working on this arc, as *Wonder Momo* is huge in Japan and on ShiftyLook. I also believe this is the first official crossover in ShiftyLook history!



ROUGH LAYOUT


SO, WHO'S YOUR ARCH-NEMESIS? WE SHOULD TEAM UP AGAINST THEM!
I GUESS THAT'D BE DR. BOMB.
ALTHOUGH, I'VE NEVER ACTUALLY MET HIM FACE TO FACE.
OTHER-WISE, I DON'T THINK I HAVE A--
FACE ME, BRAVOMAN!
FROM THE DEPTHS OF THE DARKEST SHADOWS SPRINGS THIS WORLD'S TRUE PROTECTOR...
...AND YOUR DESTROYER!
NOW, YOU FACE THE SHADOWY FURY OF ANTI-BRAVOMAN!
WAIT! DUDE! YOUR NAME IS SERIOUSLY ANTI-BRAVOMAN?
THAT'S ALMOST THE SAME AS MY NAME!
WHAT ARE THE ODDS...
...

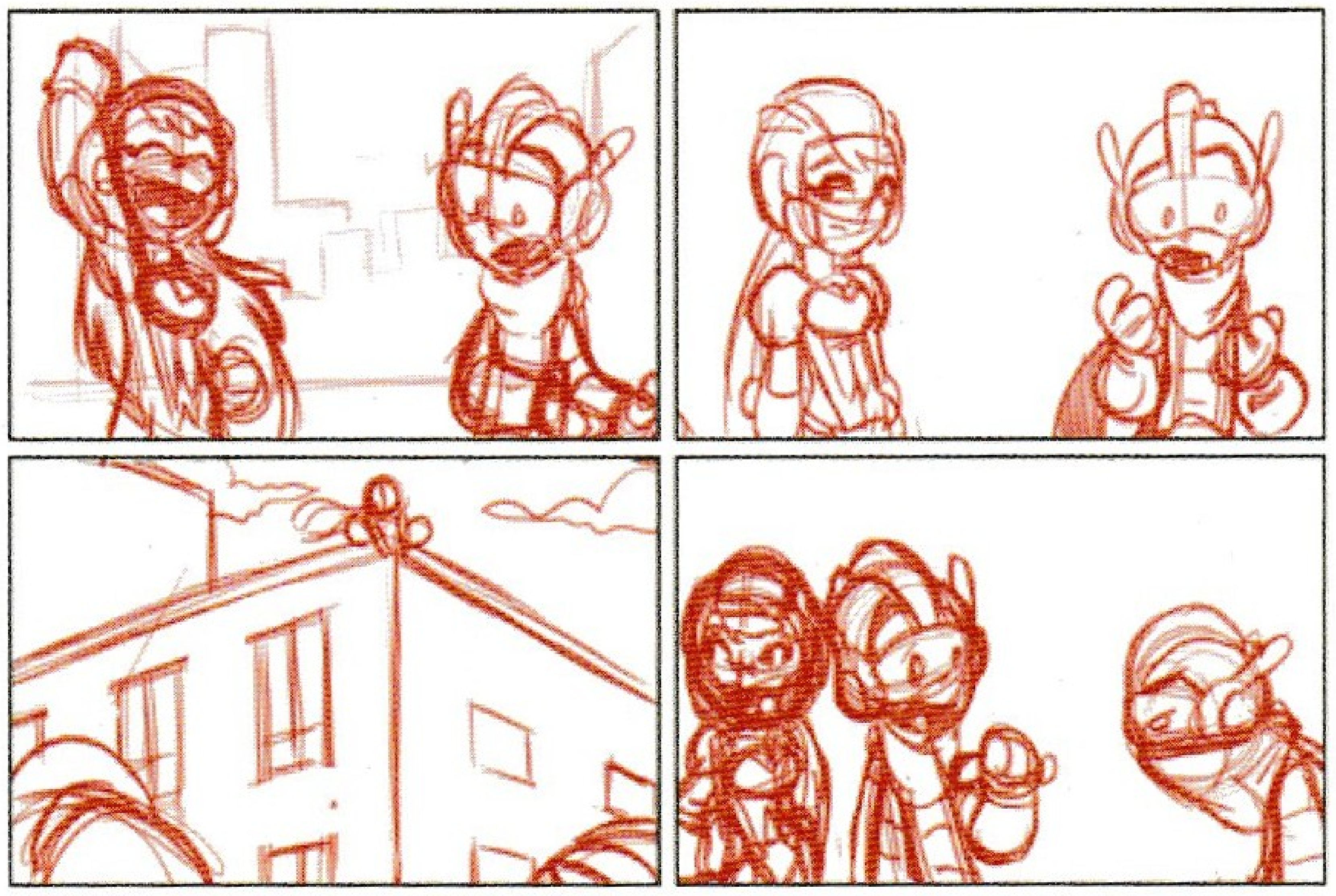
#077: BRAVO X MOMO PART 2

OCTOBER 11, 2012

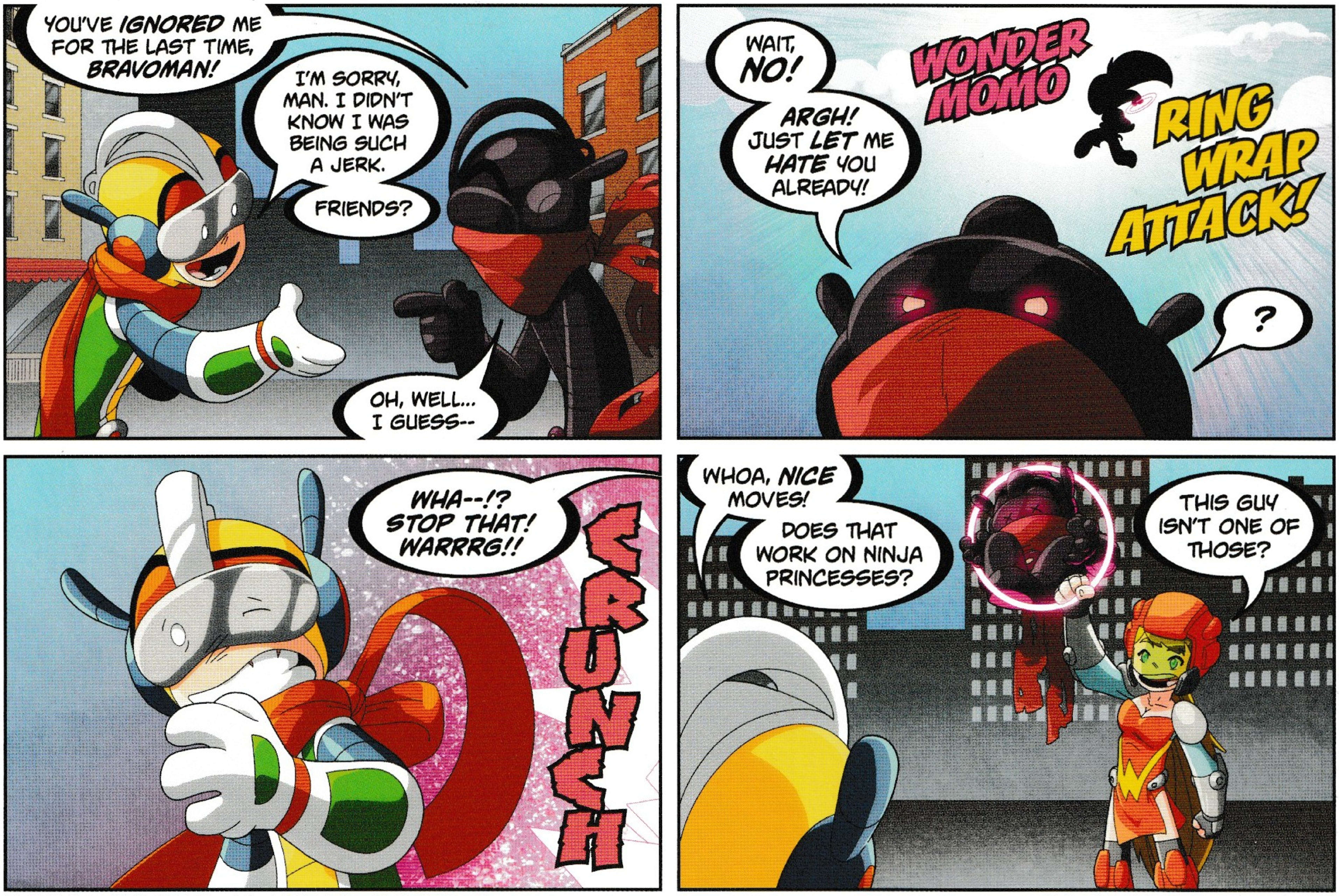
## COMMENTS

**MATT:** Bravoman and Wonder Momo have previously teamed up in the game *Namco X Capcom*. It was a Japan-exclusive tactical RPG for the PS2. It's too bad there's no English release; I'd love to give it a shot!

**DAX:** Can't believe we got this far in and Bravo is just now hearing A.B.'s name for the first time. :P #charm #history



ROUGH LAYOUT


YOU'VE IGNORED ME FOR THE LAST TIME, BRAVOMAN!
I'M SORRY, MAN. I DIDN'T KNOW I WAS BEING SUCH A JERK.
FRIENDS?
OH, WELL... I GUESS--
WAIT, NO!
ARGH! JUST LET ME HATE YOU ALREADY!
WONDER MOMO
RING WRAP ATTACK!
?
WHA--!? STOP THAT! WARRRG!!
CRUNCH
WHOA, NICE MOVES!
DOES THAT WORK ON NINJA PRINCESSES?
THIS GUY ISN'T ONE OF THOSE?

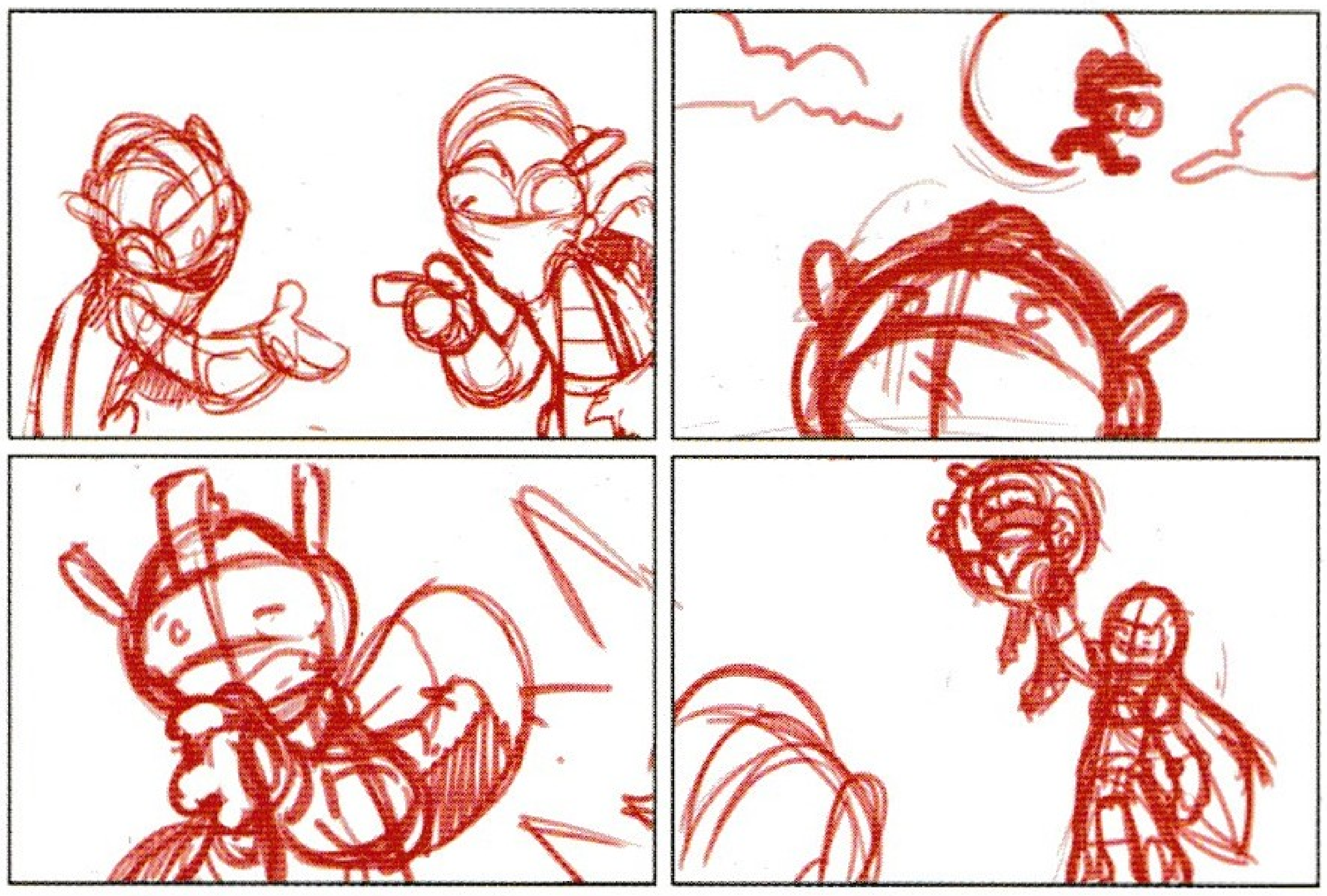
#078: BRAVO X MOMO PART 3

OCTOBER 14, 2012

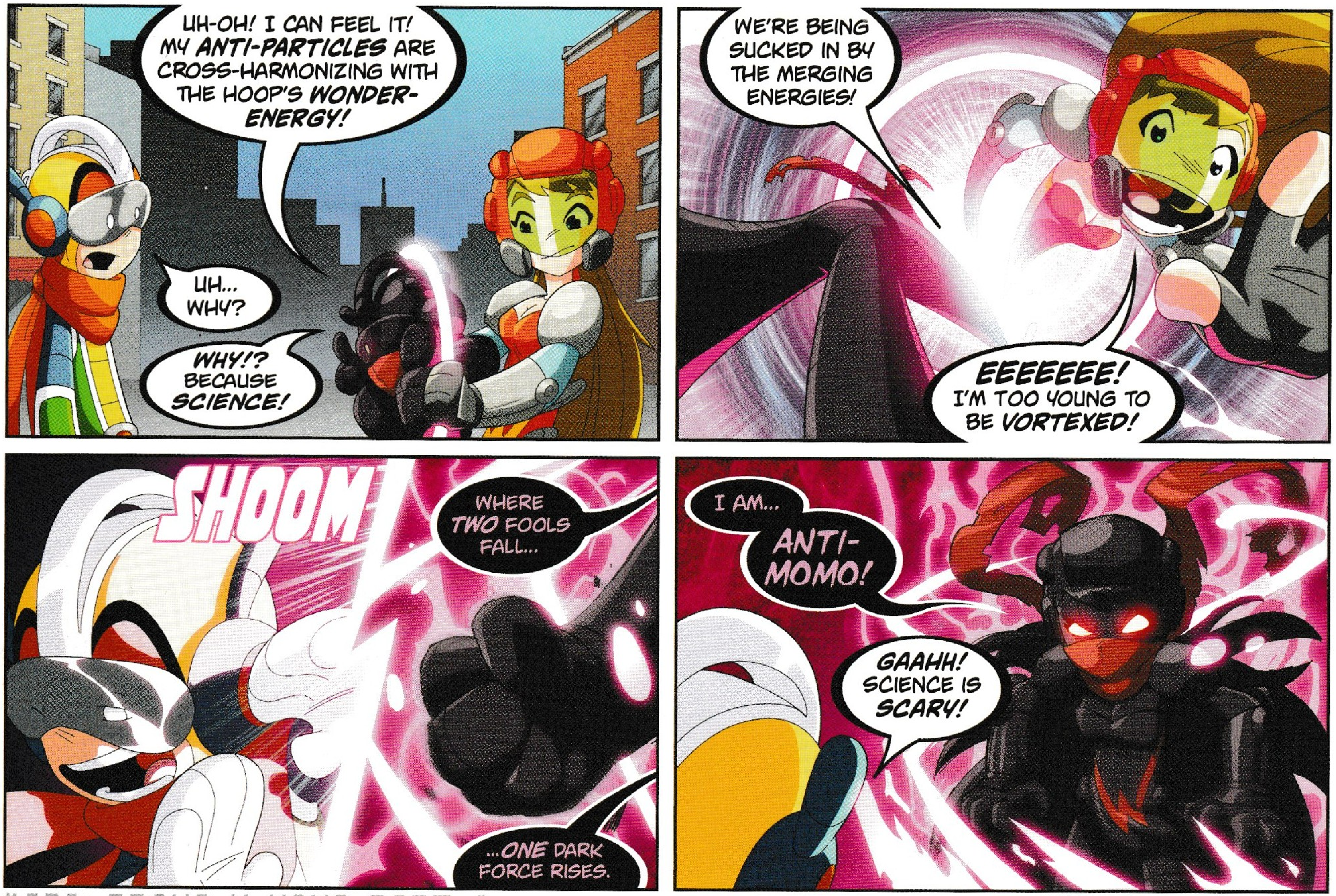
## COMMENTS

**MATT:** Come to think of it, Wonder Momo pulled the trigger pretty fast on attacking Anti-Bravoman… I guess that's just his lot in life.

**DAX:** I remember having fun with that silhouette in panel two. Took some time to get it right, but once I did I was happy.



ROUGH LAYOUT


UH-OH! I CAN FEEL IT! MY ANTI-PARTICLES ARE CROSS-HARMONIZING WITH THE HOOP'S WONDER-ENERGY!
UH... WHY?
WHY!? BECAUSE SCIENCE!
WE'RE BEING SUCKED IN BY THE MERGING ENERGIES!
EEEEEEE! I'M TOO YOUNG TO BE VORTEXED!
SHOOM
WHERE TWO FOOLS FALL...
...ONE DARK FORCE RISES.
I AM...
ANTI-MOMO!
GAAHH! SCIENCE IS SCARY!

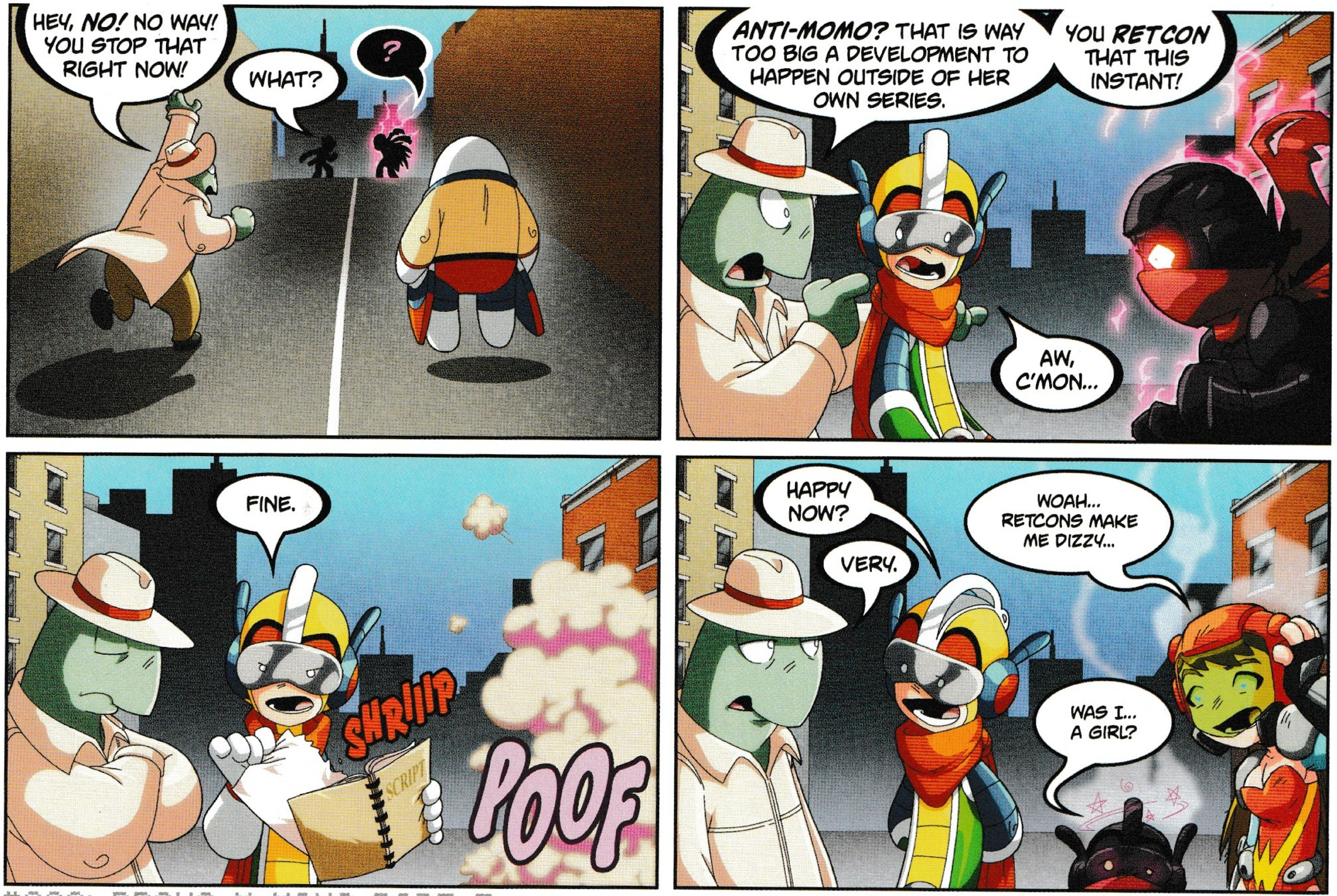
#079: BRAVO X MOMO PART 4

OCTOBER 16, 2012

## COMMENTS

**MATT:** Coincidentally, the *Wonder Momo* webcomic eventually did do a ***Dark Momo*** storyline. I guess Anti-Momo was just ahead of her time.

**DAX:** Designing Anti-Momo was super fun. It's a shame she was so short-lived!


HEY, **NO!** NO WAY! YOU STOP THAT RIGHT NOW!
WHAT?
?
**ANTI-MOMO?** THAT IS WAY TOO BIG A DEVELOPMENT TO HAPPEN OUTSIDE OF HER OWN SERIES.
YOU **RETCON** THAT THIS INSTANT!
AW, C'MON...
FINE.
SHRIIIP
SCRIPT
POOF
HAPPY NOW?
VERY.
WOAH... RETCONS MAKE ME DIZZY...
WAS I... A GIRL?

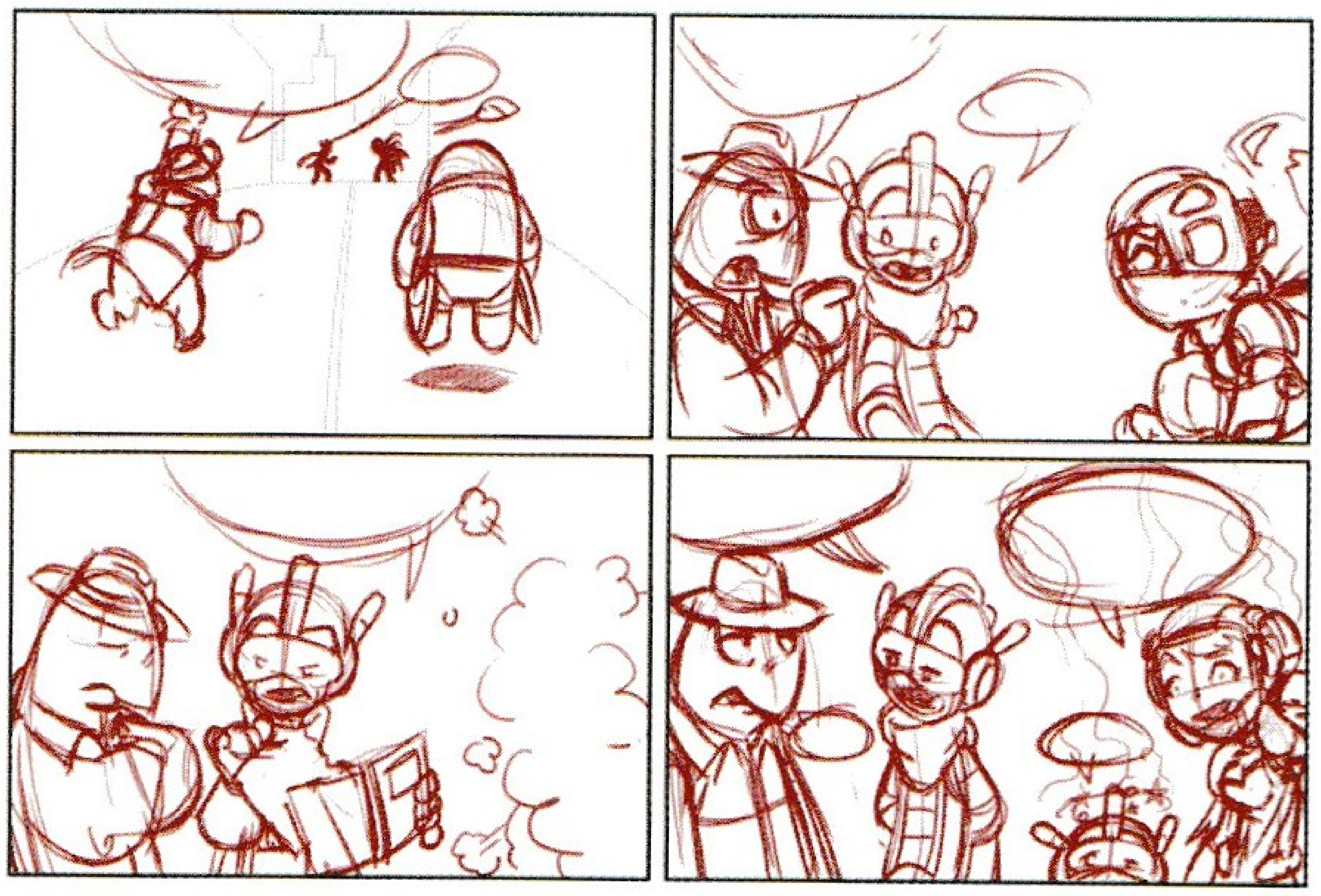
#080: BRAVO X MOMO PART 5

OCTOBER 19, 2012

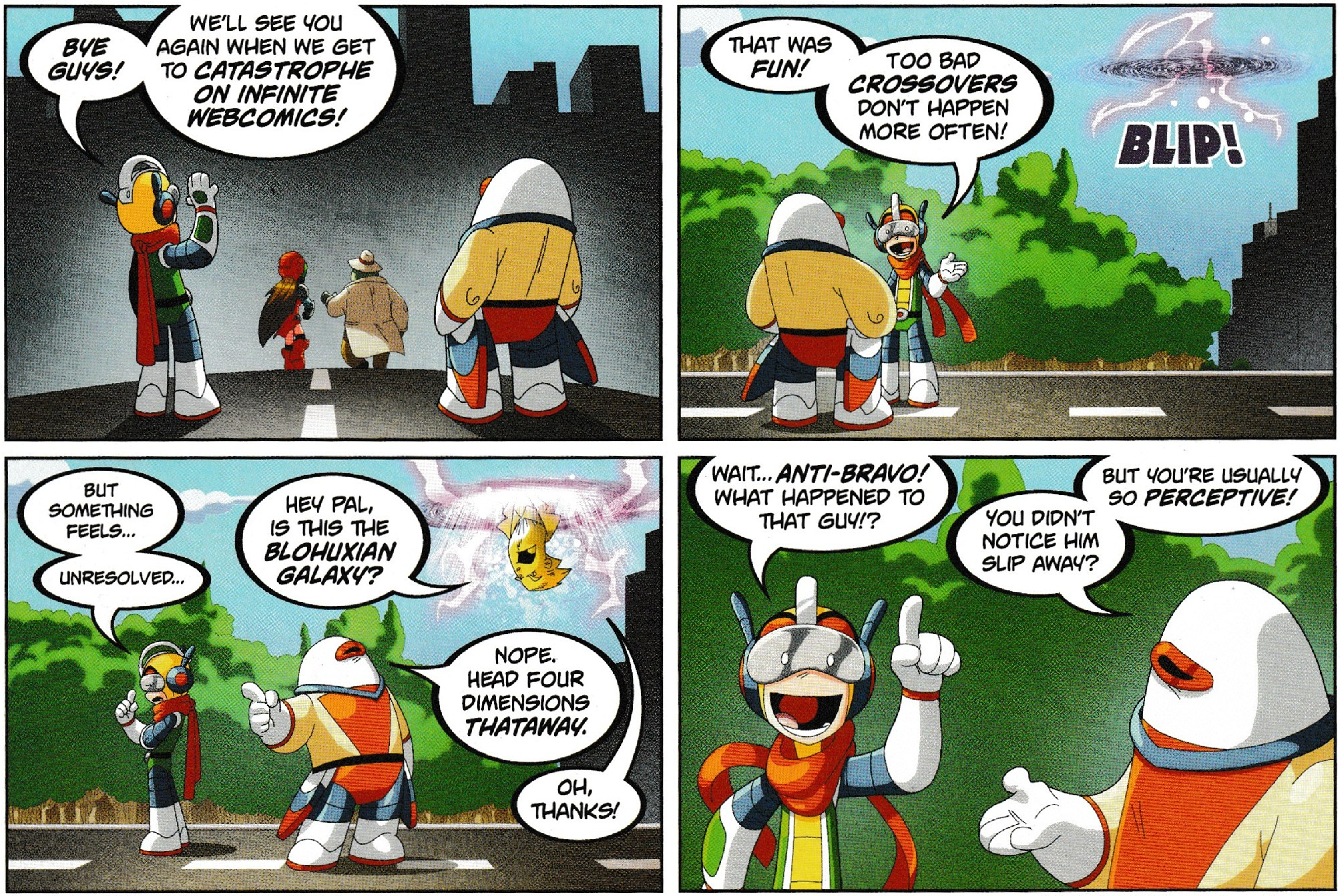
## COMMENTS

**MATT:** For you non-nerds, ***retcon*** stands for ***retroactive continuity***. It's a term for when changes are made to past stories for the sake of current ones. Retcons tend to be considered either lazy... or brilliant!

**DAX:** Oh, retcons.



ROUGH LAYOUT


BYE GUYS!
WE'LL SEE YOU AGAIN WHEN WE GET TO CATASTROPHE ON INFINITE WEBCOMICS!
THAT WAS FUN!
TOO BAD CROSSOVERS DON'T HAPPEN MORE OFTEN!
BLIP!
BUT SOMETHING FEELS...
UNRESOLVED...
HEY PAL, IS THIS THE BLOHUXIAN GALAXY?
NOPE. HEAD FOUR DIMENSIONS THATAWAY.
OH, THANKS!
WAIT... ANTI-BRAVO! WHAT HAPPENED TO THAT GUY!?
BUT YOU'RE USUALLY SO PERCEPTIVE!
YOU DIDN'T NOTICE HIM SLIP AWAY?

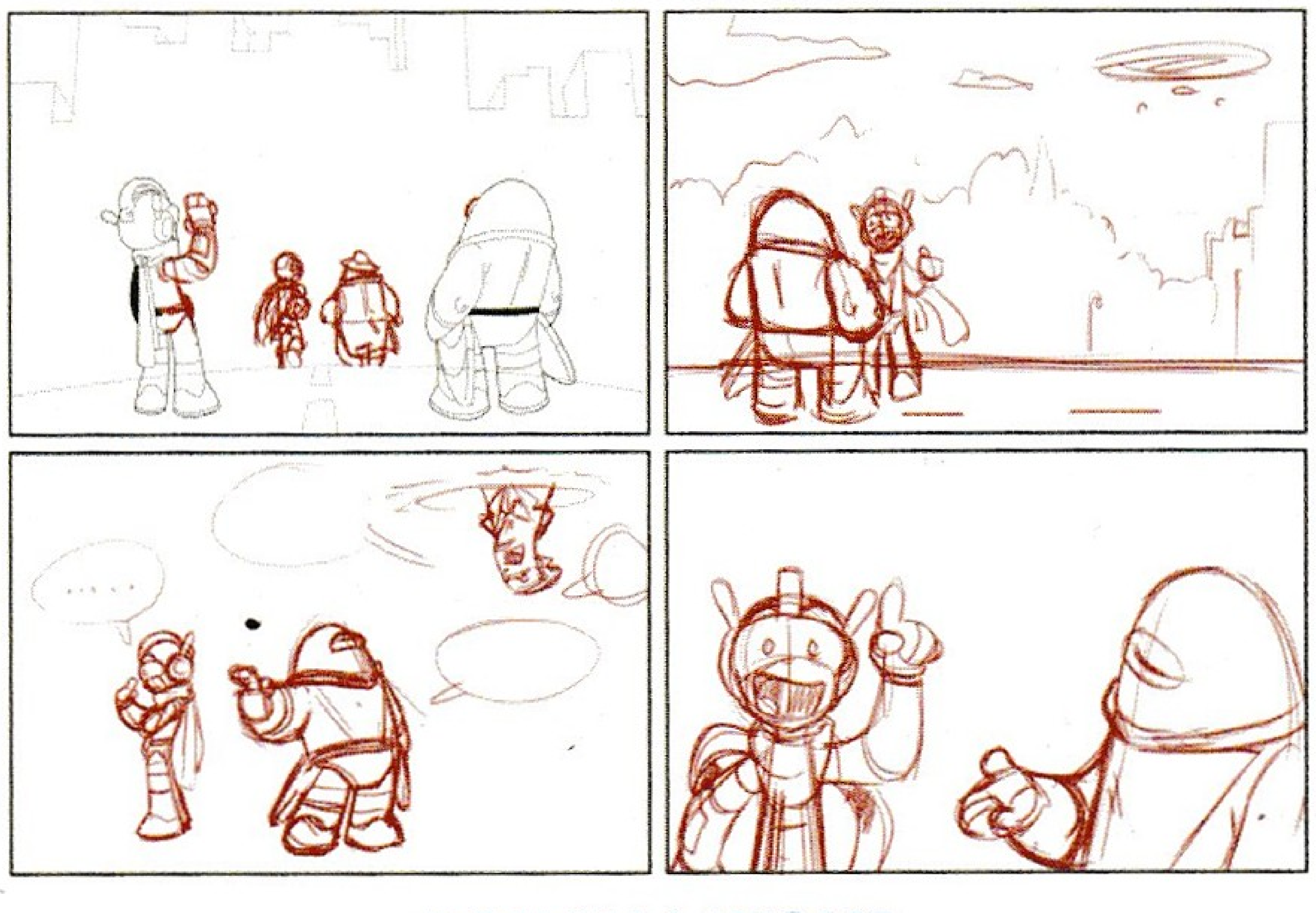
#081: BRAVO X MOMO EPILOGUE

OCTOBER 20, 2012

## COMMENTS

**MATT:** The fellow in the portal is the surly lead character from another early ShiftyLook comic: *The Five-Dimensional Adventures of Dirk Davies*, by Ben McCool and Dean Haspiel. He's probably on the trail of a robot iguana serial killer or something.

**DAX:** Another fun cameo shows up in panel three, where Dirk Davies pops in to ask for directions.



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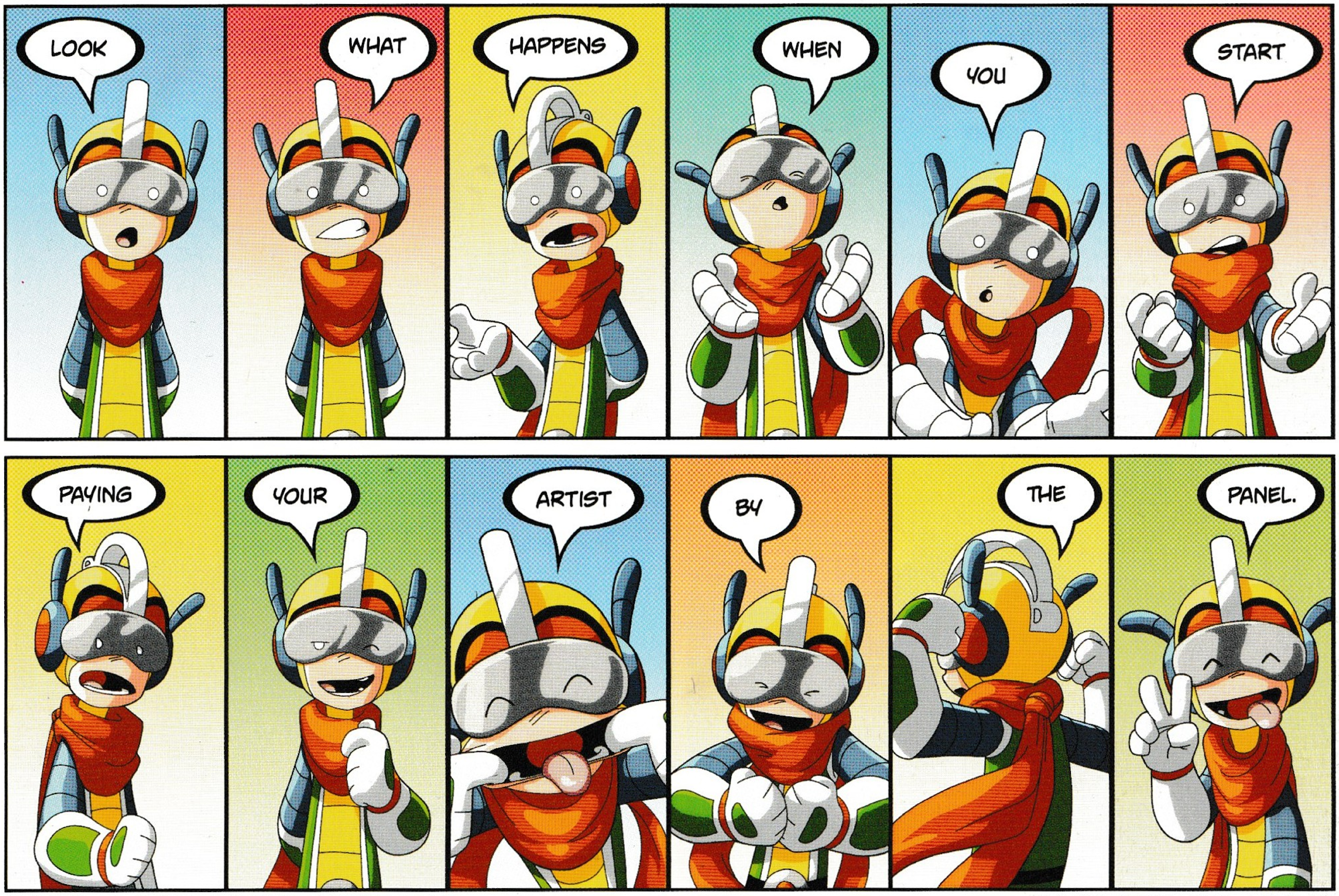

LOOK
WHAT
HAPPENS
WHEN
YOU
START
PAYING
YOUR
ARTIST
BY
THE
PANEL.

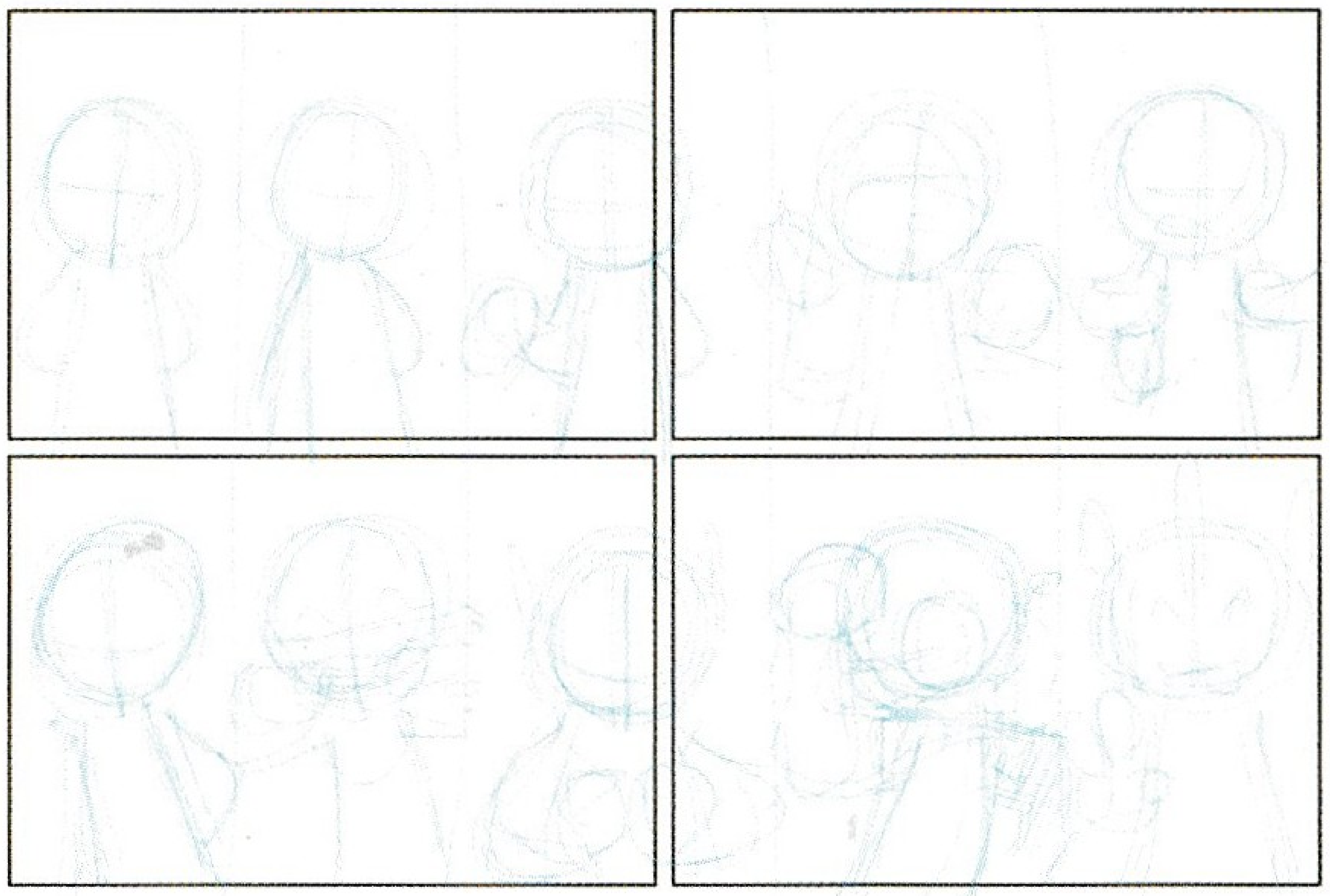
#082: LOOK WHAT HAPPENS

OCTOBER 23, 2012

### COMMENTS

**MATT:** Another one of those simple ideas that turned out great. Dax's animation background really shines with all those expressions. I rank this one among my favorite strips as well!

**DAX:** This was supposed to be a quick strip for me, as Matt said to just reuse some poses and draw a few more to sell the gag. This is a case where I got really into it by the fourth pose and started treating it like an animation scene that plays with Bravo's fun side.



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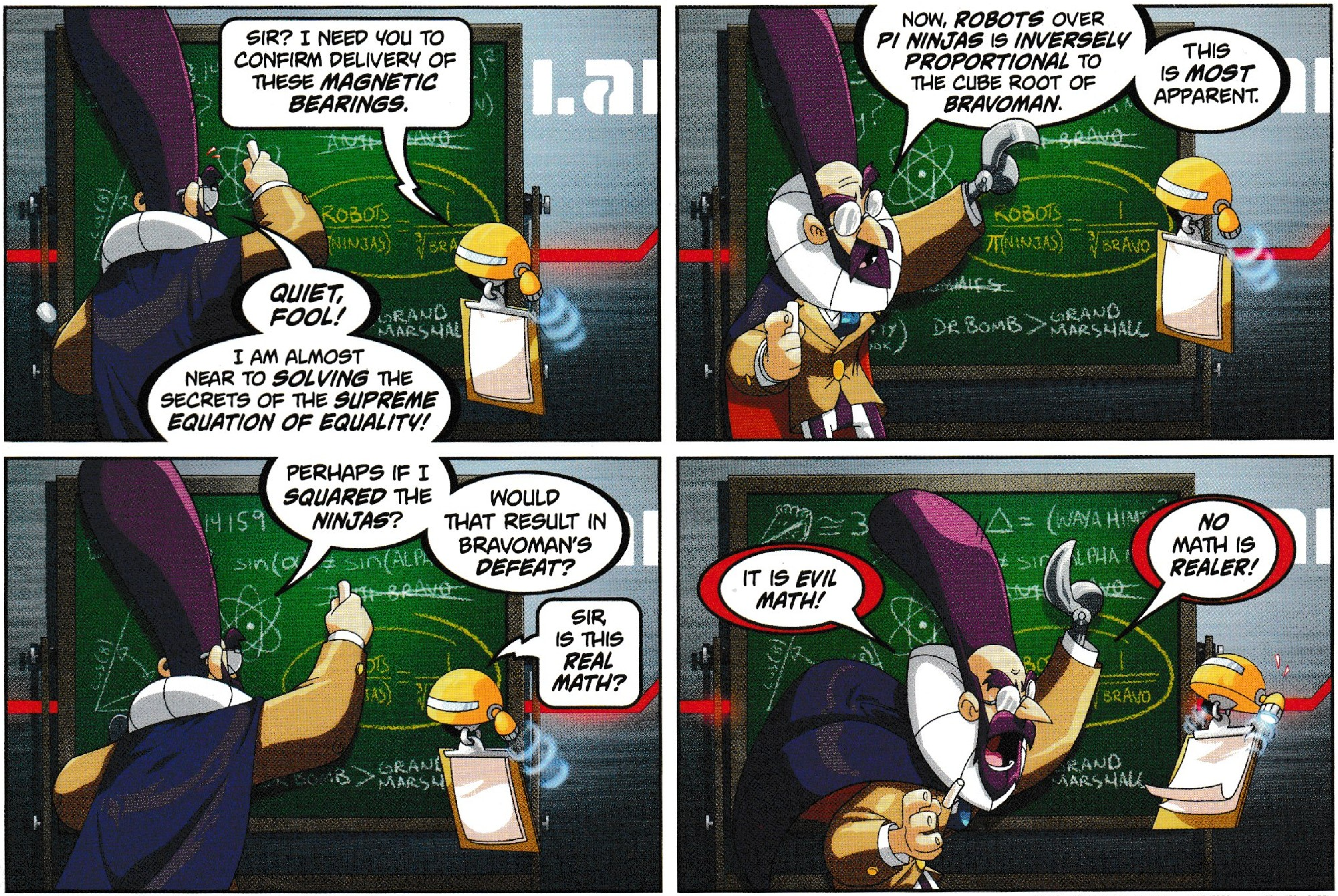

SIR? I NEED YOU TO CONFIRM DELIVERY OF THESE *MAGNETIC BEARINGS.*
*QUIET, FOOL!*
I AM ALMOST NEAR TO *SOLVING* THE SECRETS OF THE *SUPREME EQUATION OF EQUALITY!*
NOW, *ROBOTS* OVER *PI NINJAS* IS *INVERSELY PROPORTIONAL* TO THE CUBE ROOT OF *BRAVOMAN.*
THIS IS *MOST* APPARENT.
PERHAPS IF I *SQUARED* THE *NINJAS?*
WOULD THAT RESULT IN BRAVOMAN'S *DEFEAT?*
SIR, IS THIS *REAL MATH?*
IT IS *EVIL MATH!*
*NO MATH IS REALER!*
ROBOTS
π(NINJAS)
BRAVO
DR BOMB > GRAND MARSHALL

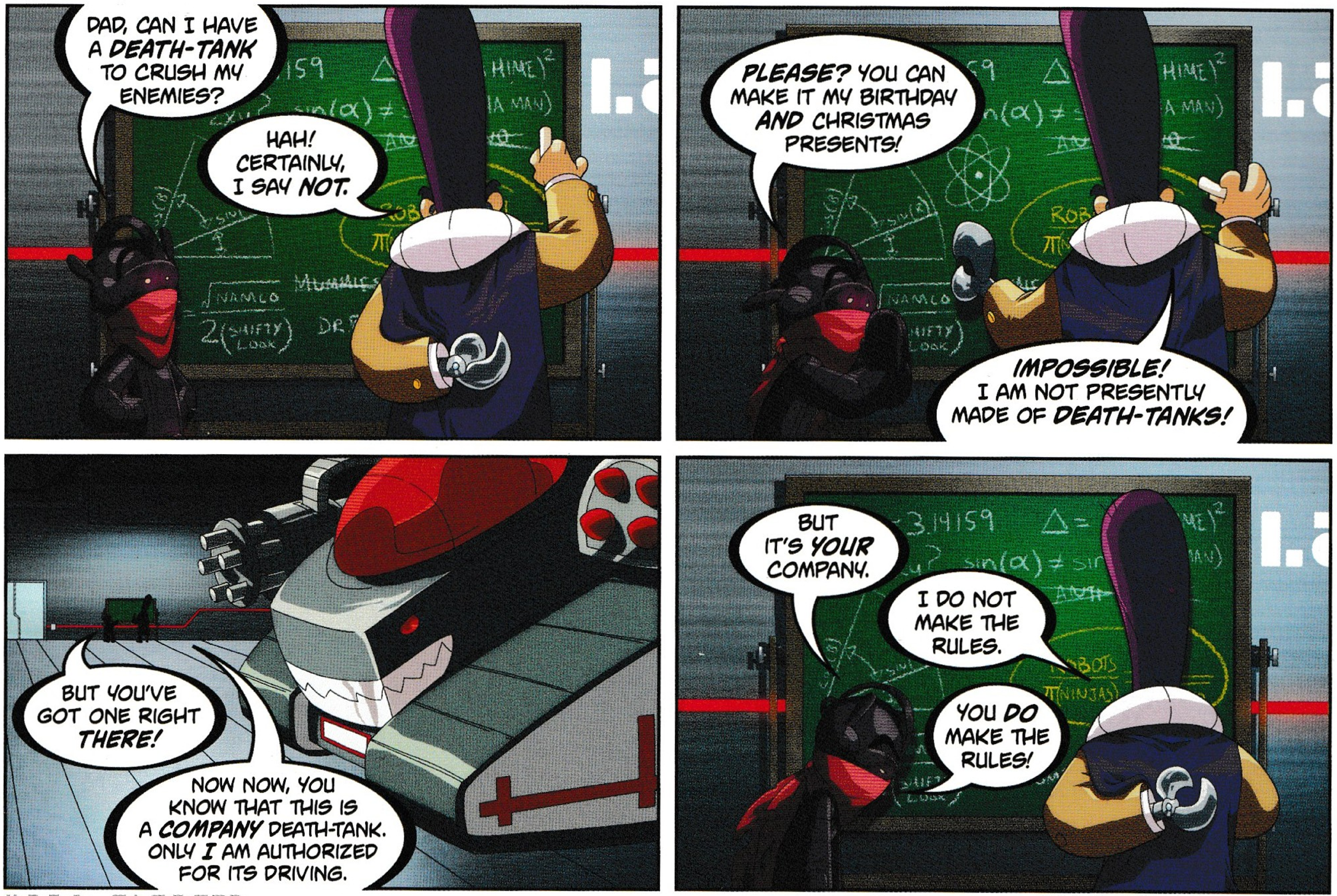
#083: COMPLEX FORMULA

OCTOBER 25, 2012

### COMMENTS

**MATT:** There are all kinds of weird things snuck onto that blackboard. Some are jokes, some are gibberish... between these two strips, I'm sure you can figure out some of them. ;)

**DAX:** Probably my favorite pose of Dr. Bomb is seen in panel four. And clearly it is ***evil math***.


DAD, CAN I HAVE A *DEATH-TANK* TO CRUSH MY ENEMIES?
HAH! CERTAINLY, I SAY *NOT.*
*PLEASE?* YOU CAN MAKE IT MY BIRTHDAY *AND* CHRISTMAS PRESENTS!
*IMPOSSIBLE!* I AM NOT PRESENTLY MADE OF *DEATH-TANKS!*
BUT YOU'VE GOT ONE RIGHT *THERE!*
NOW NOW, YOU KNOW THAT THIS IS A *COMPANY* DEATH-TANK. ONLY *I* AM AUTHORIZED FOR ITS DRIVING.
BUT IT'S *YOUR* COMPANY.
I DO NOT MAKE THE RULES.
YOU *DO* MAKE THE RULES!

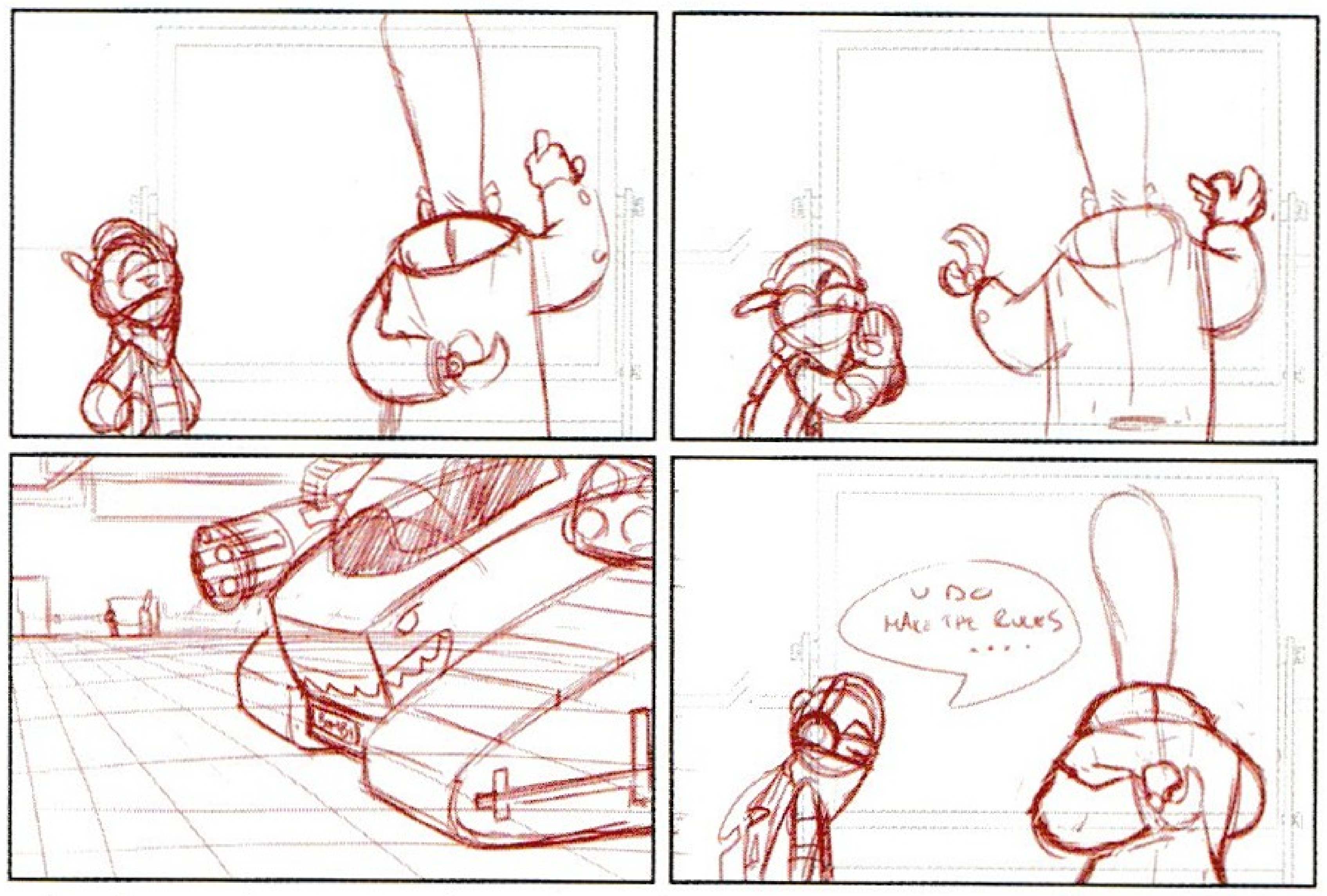
#054: PLEASE?

OCTOBER 27, 2012

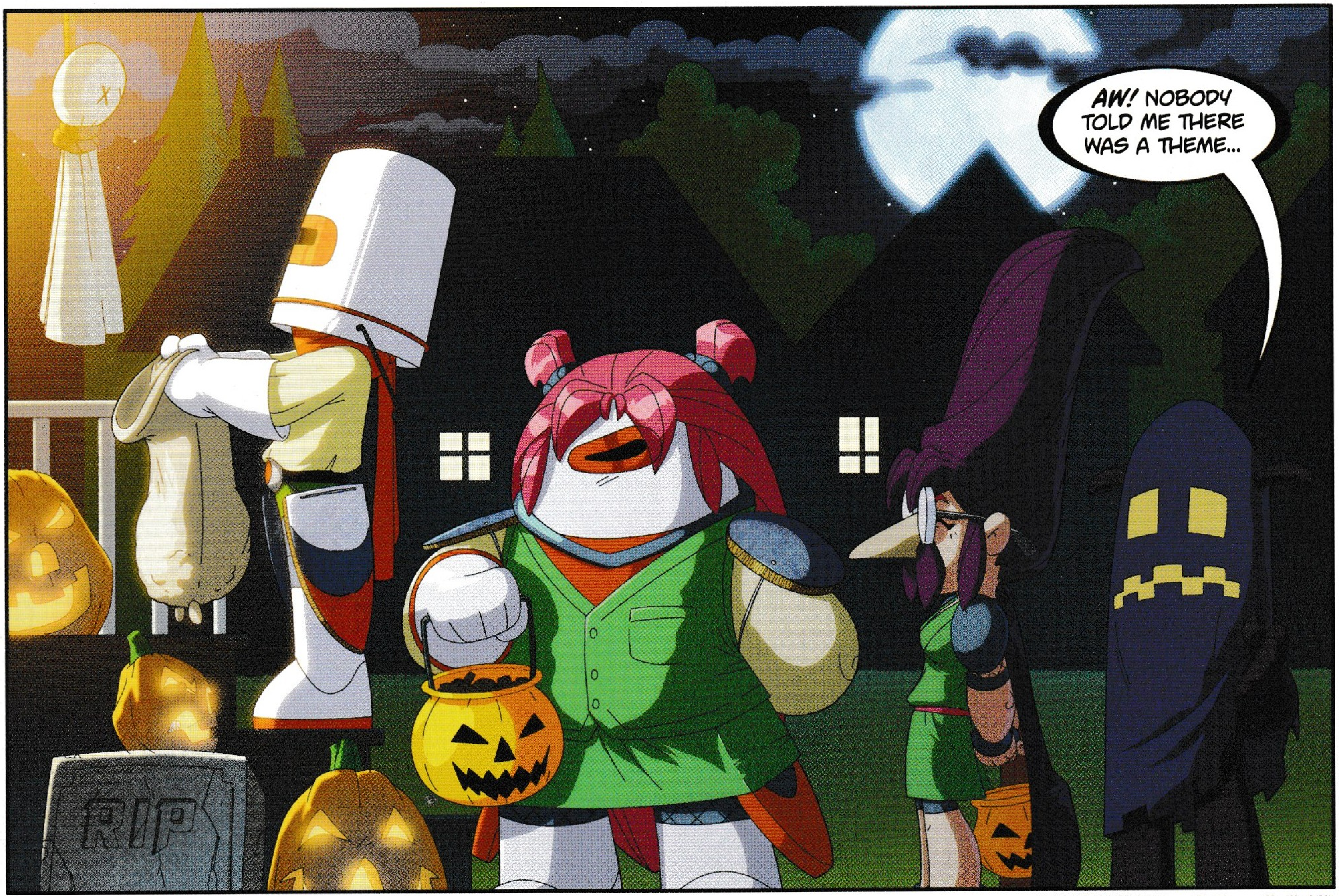
## COMMENTS

**MATT:** More cementing of Dr. Bomb and Anti-Bravoman's father/angsty teenager relationship.

**DAX:** I don't usually have fun drawing inanimate objects, but this tank was definitely a rare time when I did. :)


U DO MAKE THE RULES ....

ROUGH LAYOUT


AW! NOBODY TOLD ME THERE WAS A THEME...
RIP

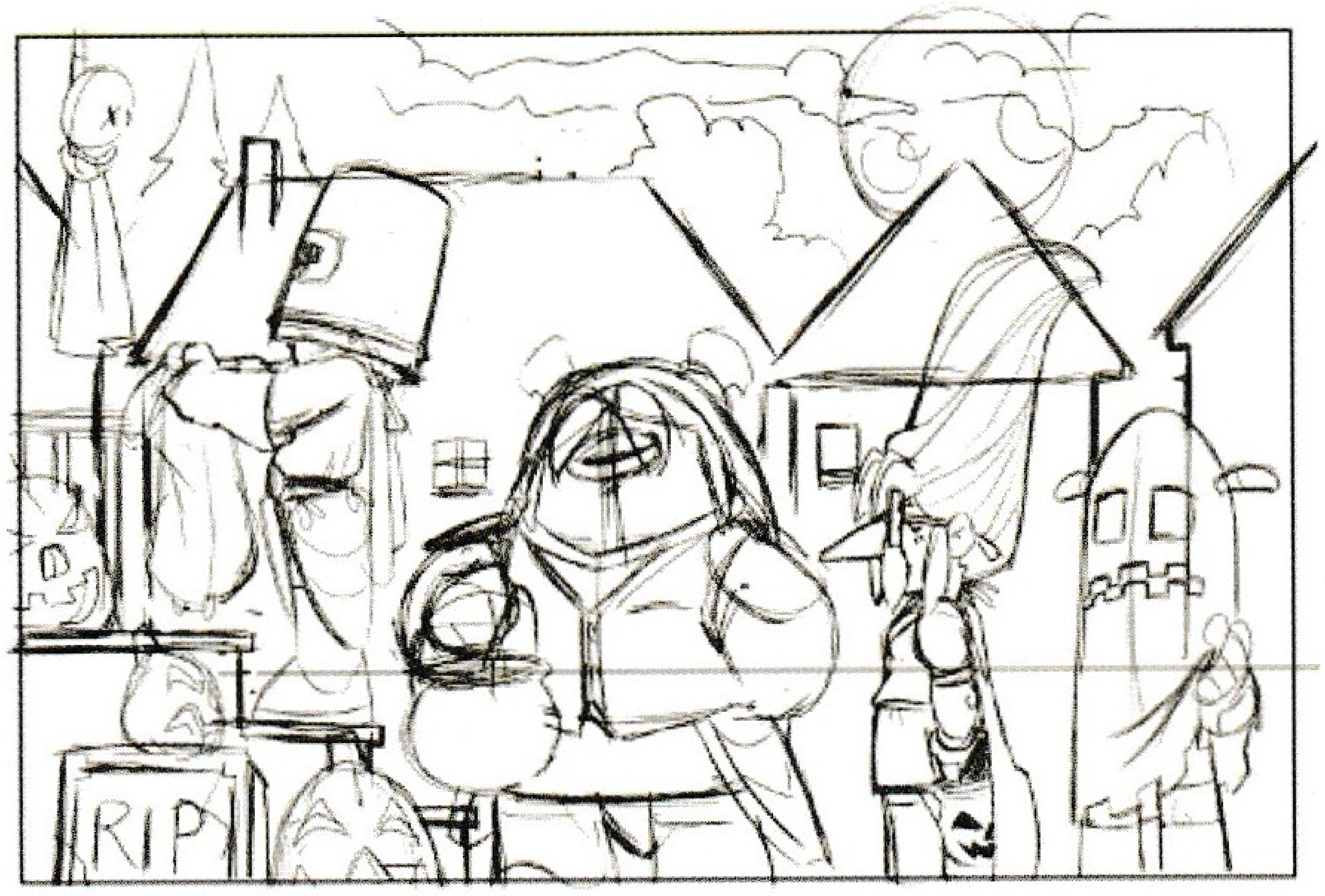
#085: HAPPY HALLOWEEN!

OCTOBER 30, 2012

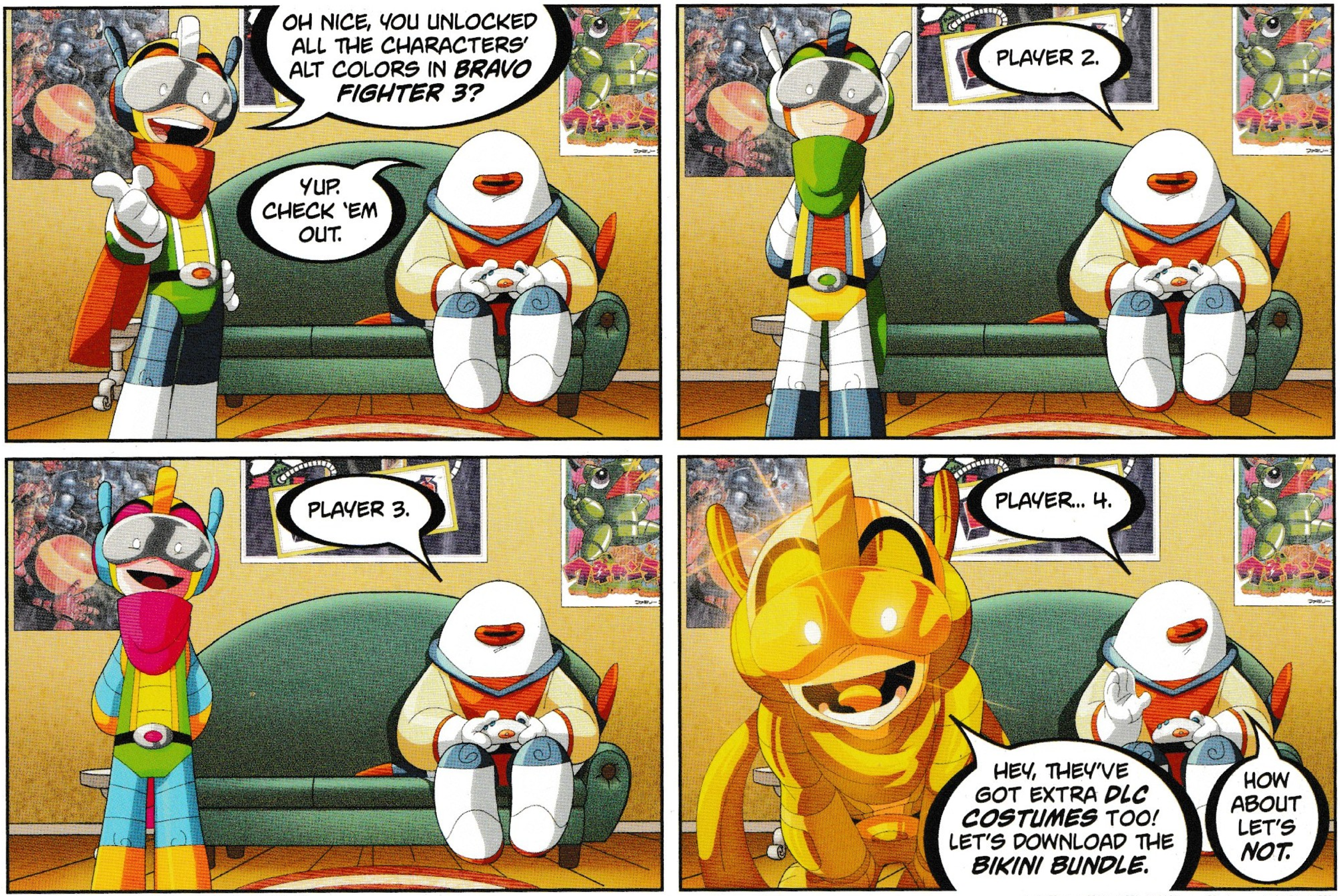
### COMMENTS

**MATT:** I think we'll make the Hallowe'en strip an annual tradition. What costumes should we do THIS year, hmmm...

**DAX:** So, a few days before Hallowe'en, I say to Matt "We should do a special strip!" He says "Cool idea, go for it." I sent him this and the rest is #history!



ROUGH LAYOUT


OH NICE, YOU UNLOCKED ALL THE CHARACTERS' ALT COLORS IN BRAVO FIGHTER 3?
YUP. CHECK 'EM OUT.
PLAYER 2.
PLAYER 3.
PLAYER... 4.
HEY, THEY'VE GOT EXTRA DLC COSTUMES TOO! LET'S DOWNLOAD THE BIKINI BUNDLE.
HOW ABOUT LET'S NOT.

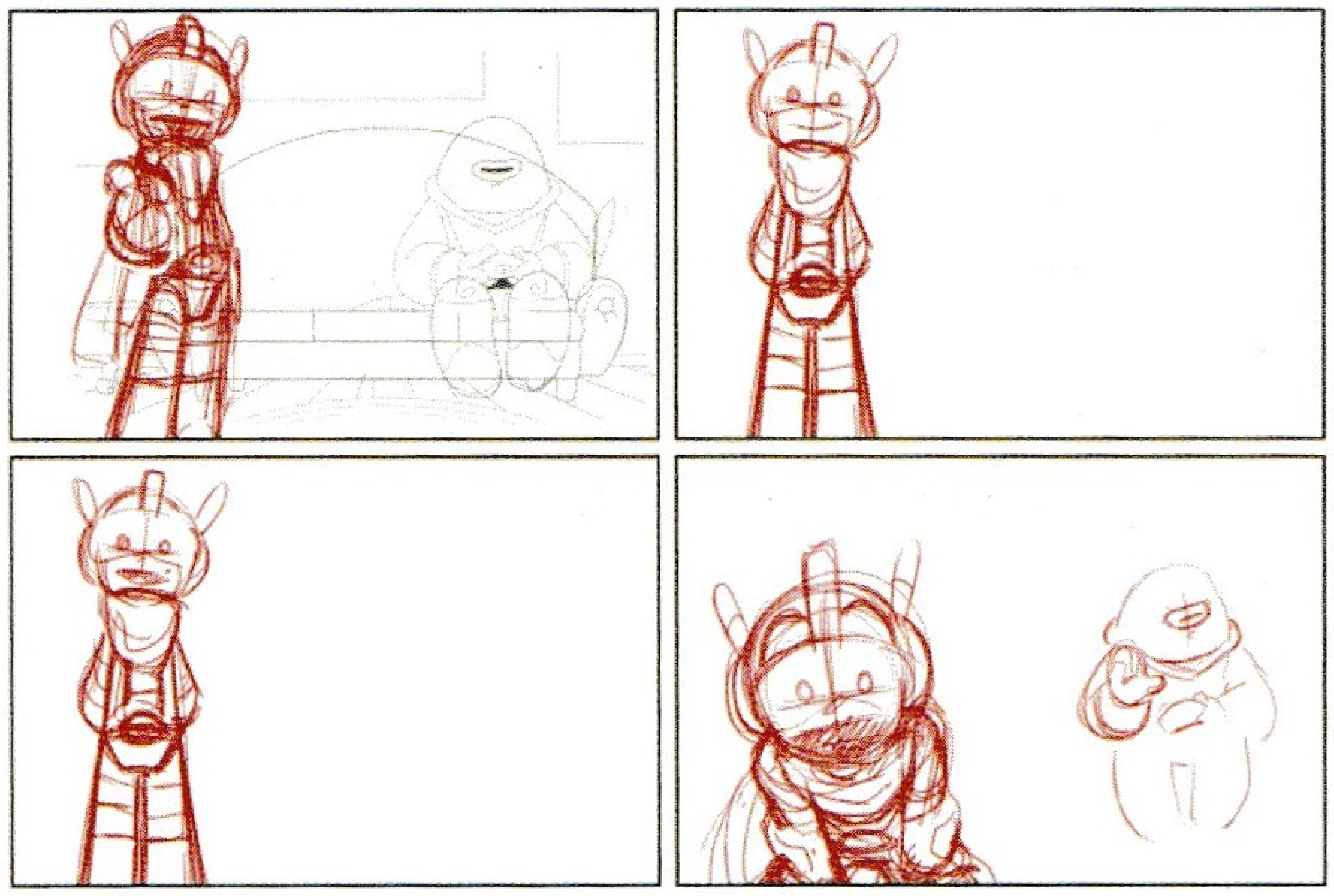
#086: ALT COLORS

NOVEMBER 01, 2012

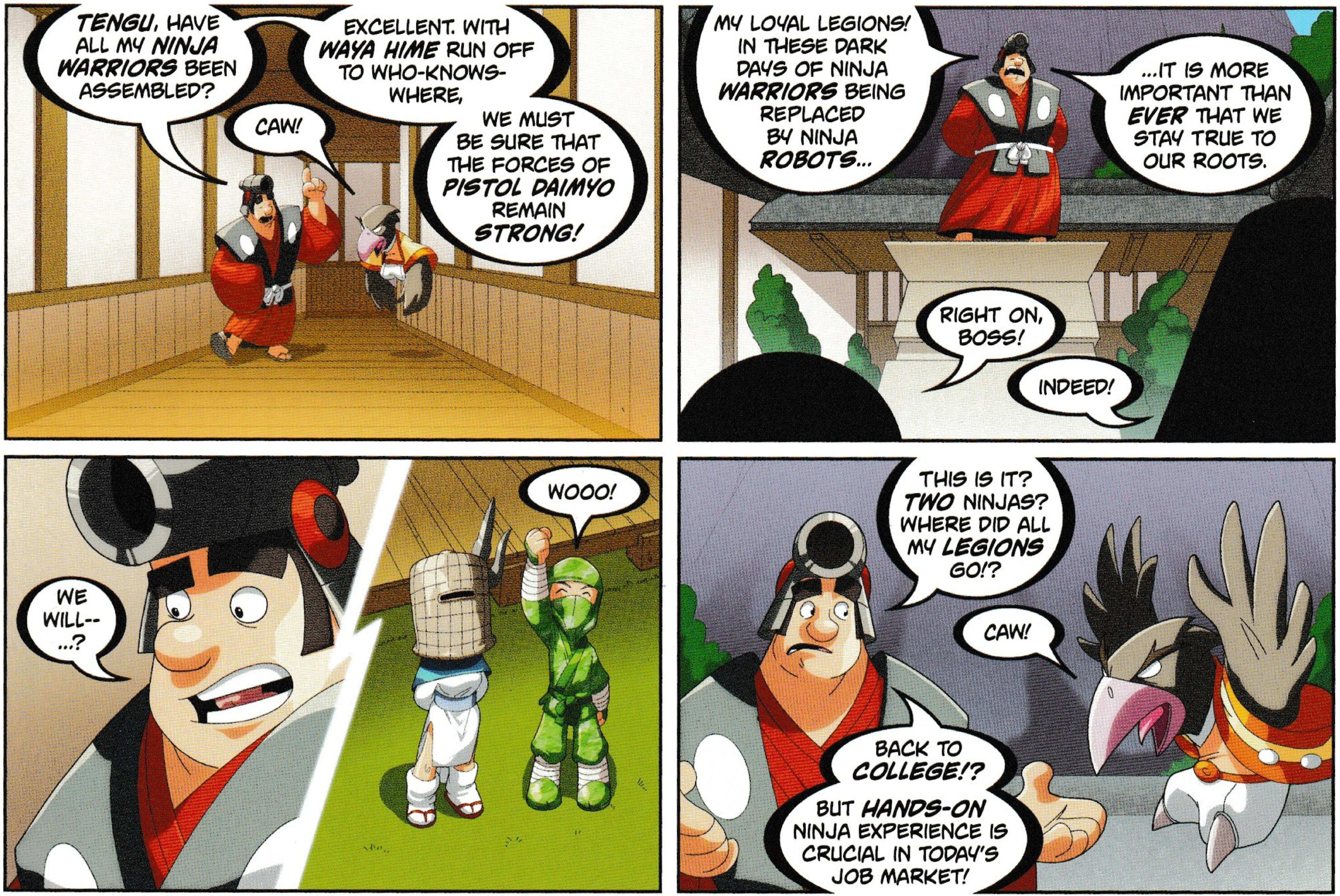
## COMMENTS

**MATT:** ShiftyLook asked if we could work in some alternate Bravoman colors into the strip, just in case we one day make some toys and need easy variant ideas. So here you go. (P.S.: I happen to know the episode Dax mentions below is called *The Golden Lagoon*... because I am a huge nerd.)

**DAX:** Gold Bravo reminds me of that one episode in *Transformers*, where they swim in the golden oasis... love it!



ROUGH LAYOUT


TENGU, HAVE ALL MY NINJA WARRIORS BEEN ASSEMBLED?
CAW!
EXCELLENT. WITH WAYA HIME RUN OFF TO WHO-KNOWS-WHERE,
WE MUST BE SURE THAT THE FORCES OF PISTOL DAIMYO REMAIN STRONG!
MY LOYAL LEGIONS! IN THESE DARK DAYS OF NINJA WARRIORS BEING REPLACED BY NINJA ROBOTS...
...IT IS MORE IMPORTANT THAN EVER THAT WE STAY TRUE TO OUR ROOTS.
RIGHT ON, BOSS!
INDEED!
WE WILL-- ...?
WOOO!
THIS IS IT? TWO NINJAS? WHERE DID ALL MY LEGIONS GO!?
CAW!
BACK TO COLLEGE!?
BUT HANDS-ON NINJA EXPERIENCE IS CRUCIAL IN TODAY'S JOB MARKET!

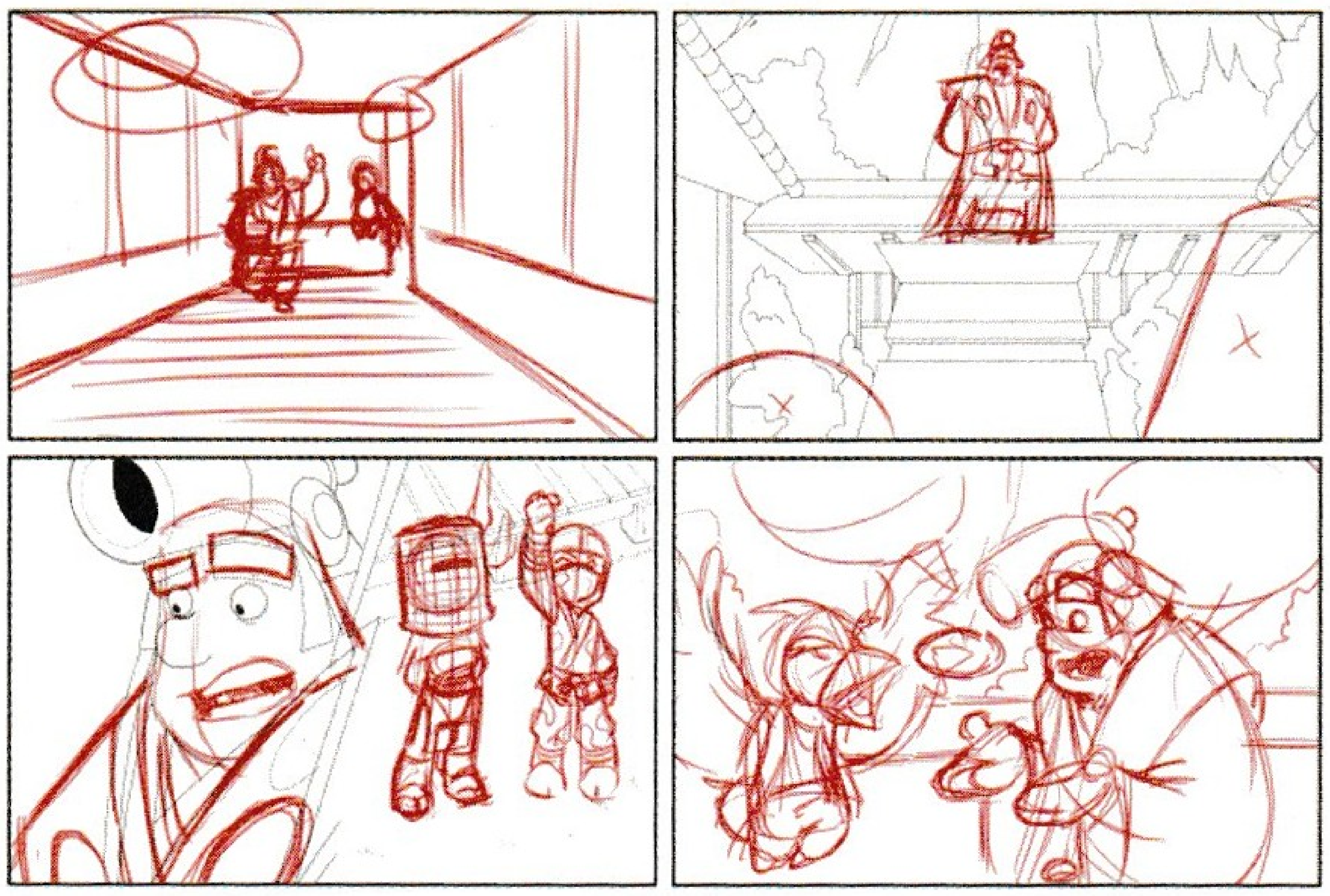
#087: DAIMYO'S DEARTH

NOVEMBER 03, 2012

## COMMENTS

**MATT:** Camo and Komuso were created because I wanted to expand the ninja forces a bit. There are actually a lot of different types of ninjas in the classic *Bravoman* game. Camo is based on an enemy called Kakuremino, though Dax's version looks much cuter. Komuso is the actual name of another game enemy, but the game version usually stays completely hidden under her basket.

**DAX:** Fun stuff here, getting to design two more characters in our ever-expanding universe: Camo and Komuso!



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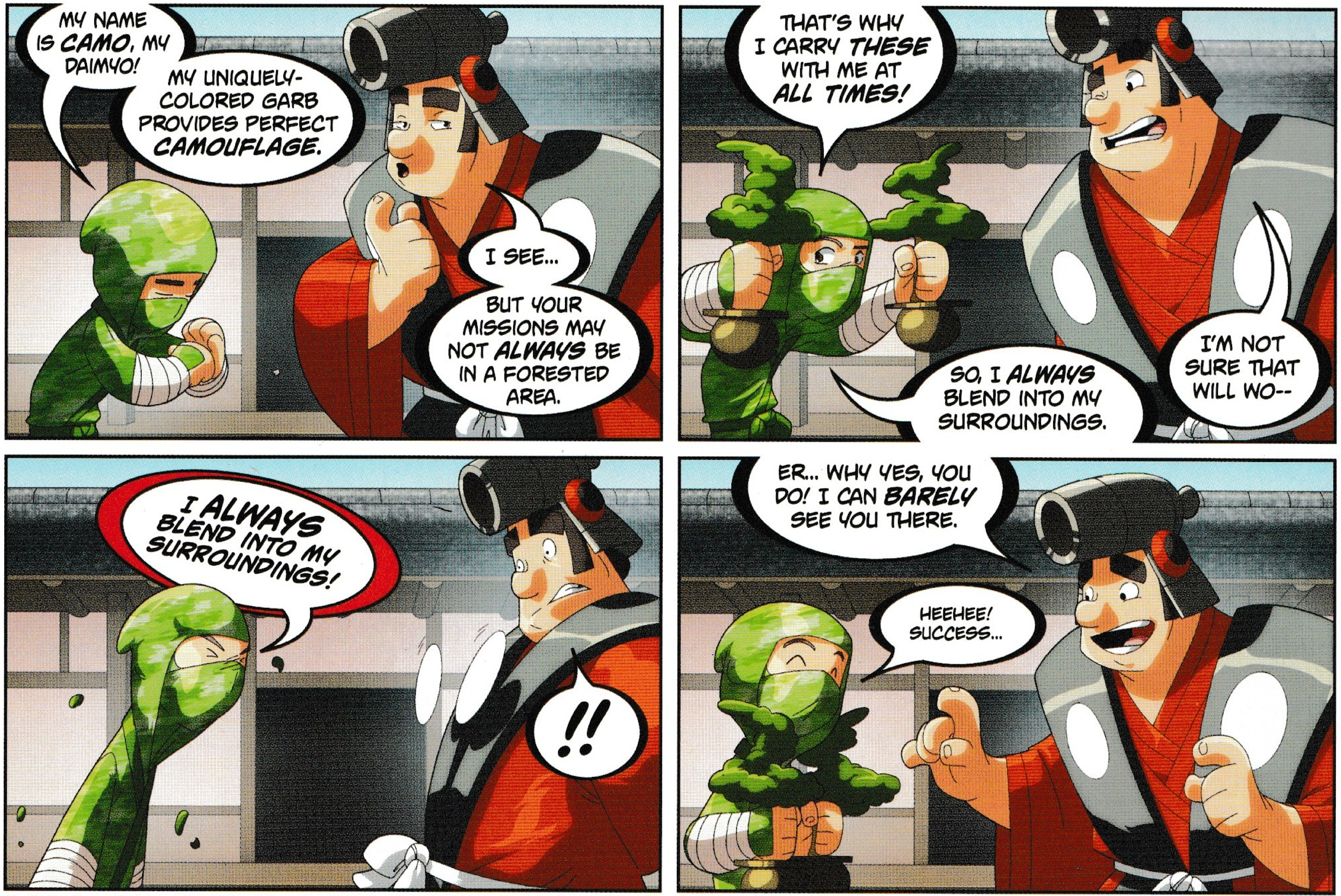

MY NAME IS CAMO, MY DAIMYO!
MY UNIQUELY-COLORED GARB PROVIDES PERFECT CAMOUFLAGE.
I SEE...
BUT YOUR MISSIONS MAY NOT ALWAYS BE IN A FORESTED AREA.
THAT'S WHY I CARRY THESE WITH ME AT ALL TIMES!
SO, I ALWAYS BLEND INTO MY SURROUNDINGS.
I'M NOT SURE THAT WILL WO--
I ALWAYS BLEND INTO MY SURROUNDINGS!
!!
ER... WHY YES, YOU DO! I CAN BARELY SEE YOU THERE.
HEEHEE! SUCCESS...

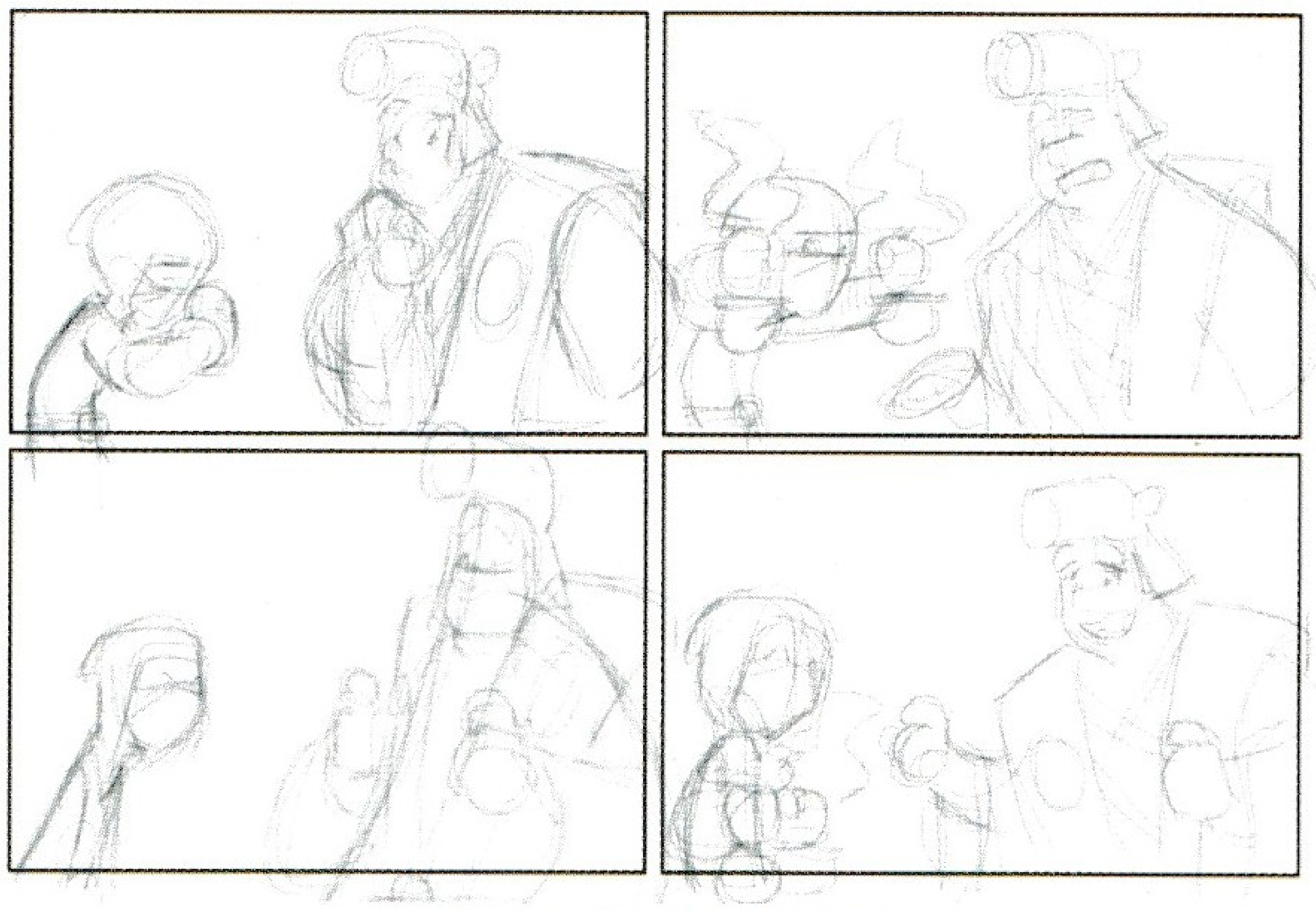
#038: ALWAYS BLEND IN

NOVEMBER 06, 2012

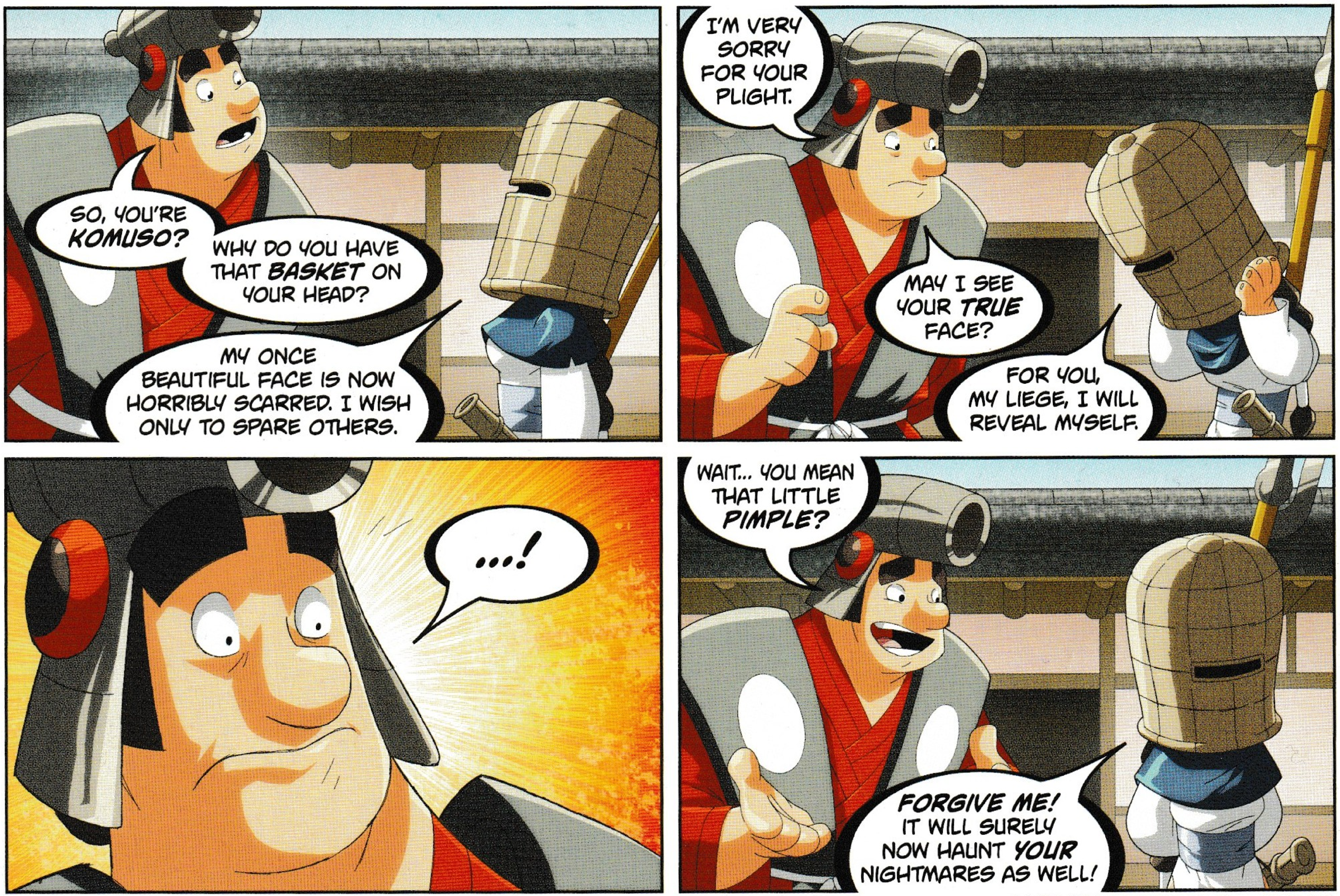
## COMMENTS

**MATT:** I like characters who are super-enthusiastic, which is probably why I love Camo so much. We need to use him more often!

**DAX:** Camo is a guy who takes his visibility very seriously.



ROUGH LAYOUT


SO, YOU'RE *KOMUSO?*
WHY DO YOU HAVE THAT *BASKET* ON YOUR HEAD?
MY ONCE BEAUTIFUL FACE IS NOW HORRIBLY SCARRED. I WISH ONLY TO SPARE OTHERS.
I'M VERY SORRY FOR YOUR PLIGHT.
MAY I SEE YOUR *TRUE* FACE?
FOR YOU, MY LIEGE, I WILL REVEAL MYSELF.
...!
WAIT... YOU MEAN THAT LITTLE *PIMPLE?*
*FORGIVE ME!* IT WILL SURELY NOW HAUNT *YOUR* NIGHTMARES AS WELL!

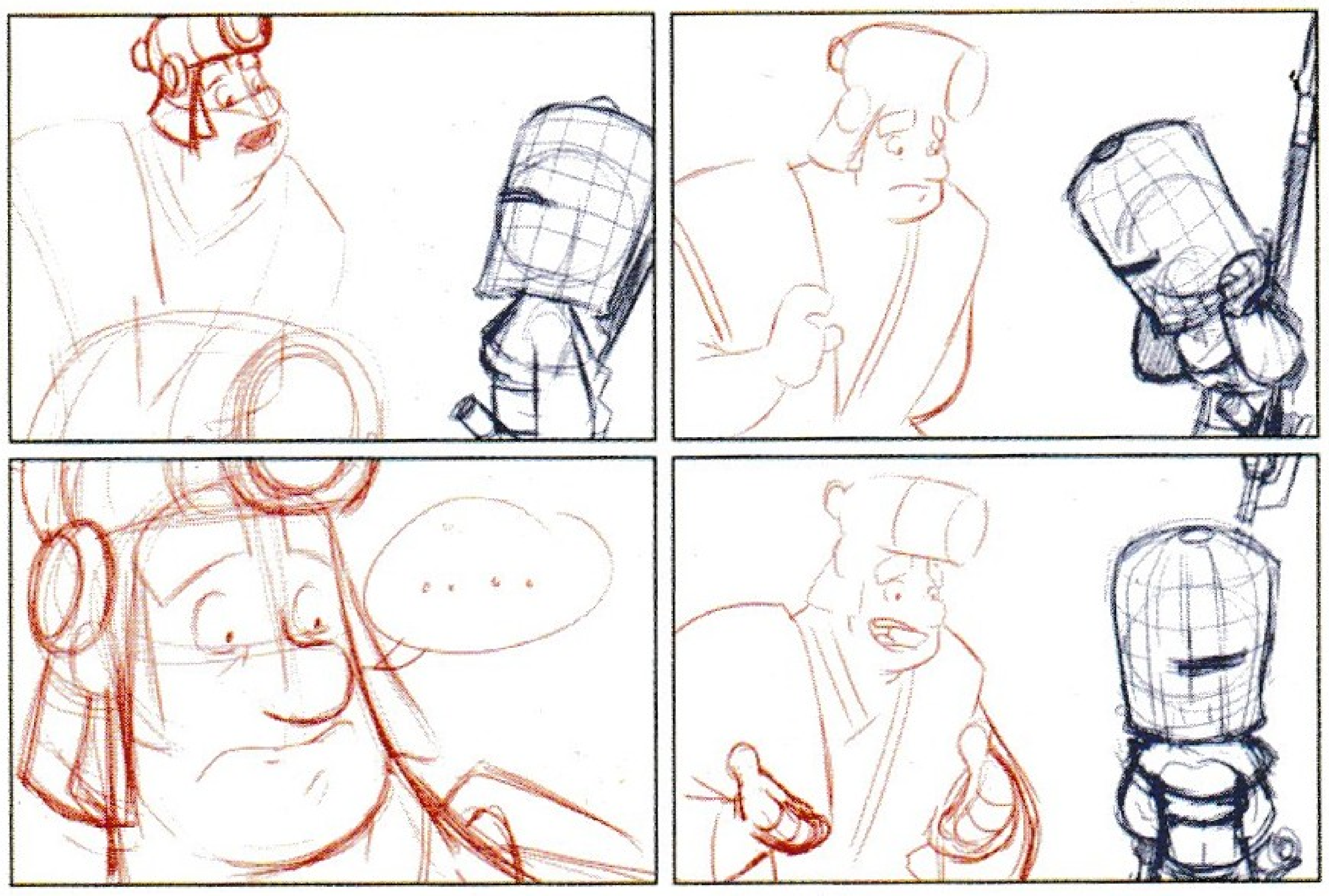
#089: ETERNALLY SCARRED

NOVEMBER 08, 2012

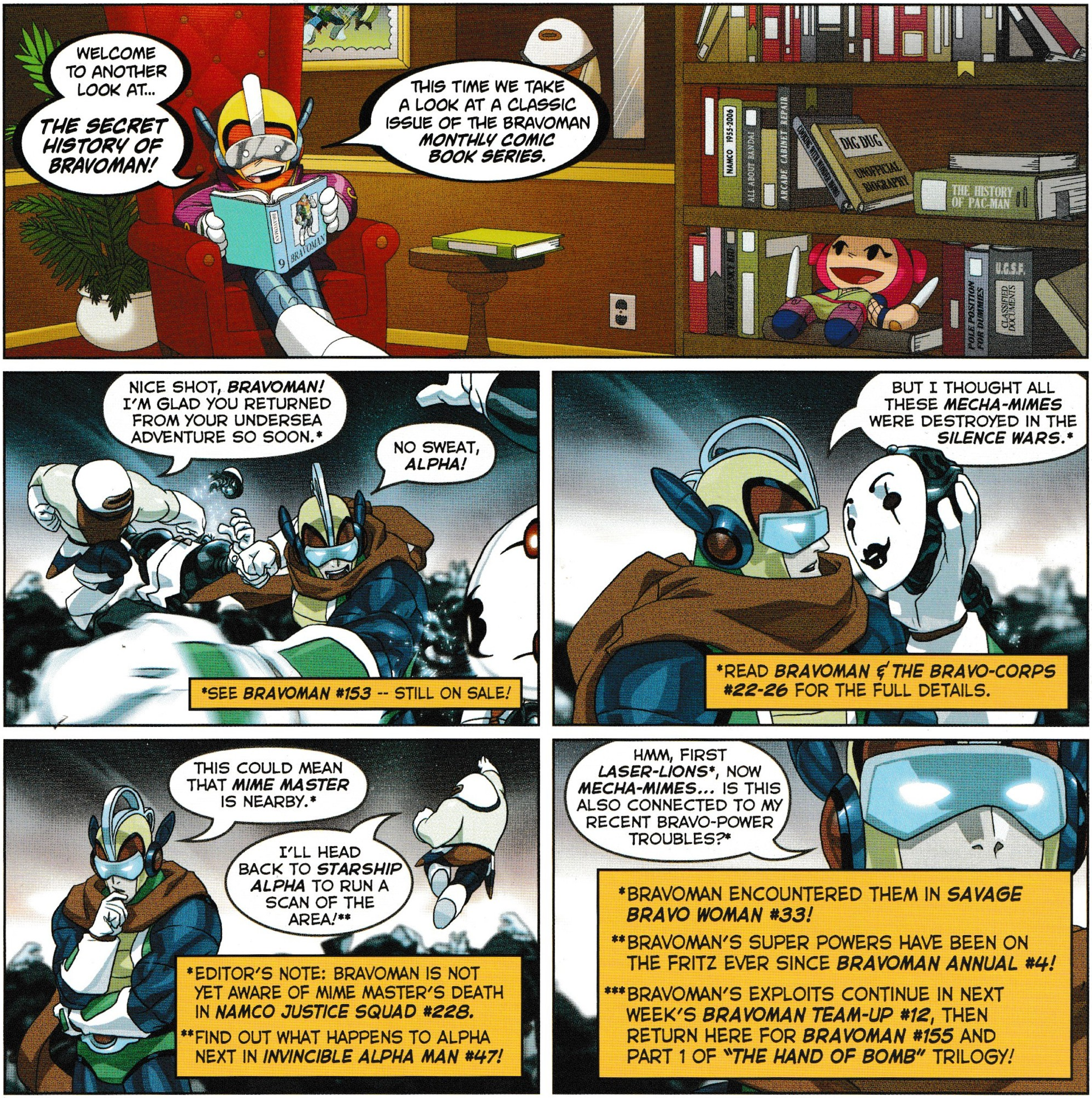
## COMMENTS

**MATT:** Always good to add another girl to the roster. I kind of wanted Komuso to be the opposite of Waya Hime; someone who is reserved and takes things very seriously.

**DAX:** Komuso is fun, and I look forward to drawing her in future strips! I think we will have some fun with the whole faceless angle.

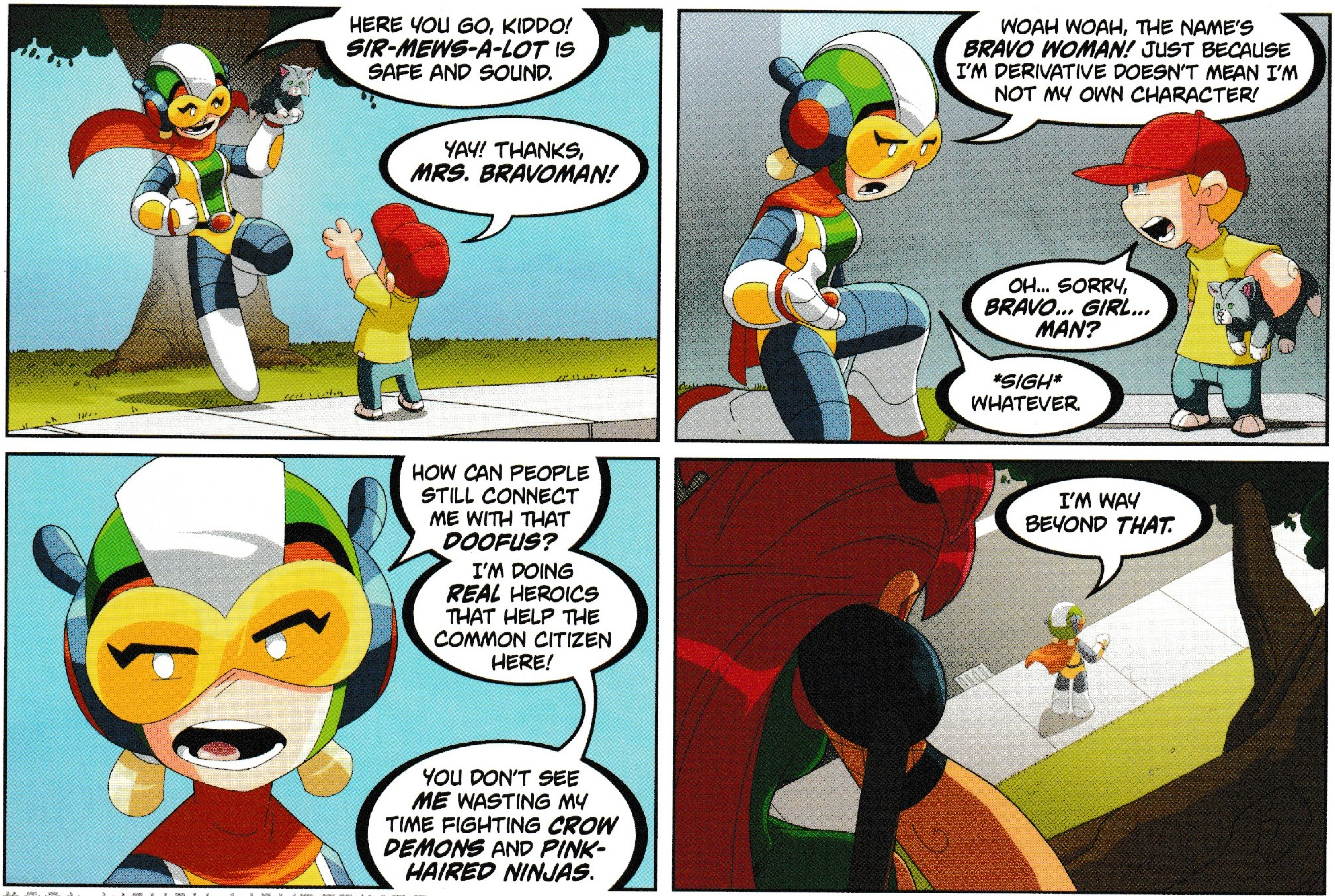


ROUGH LAYOUT


WELCOME TO ANOTHER LOOK AT... THE SECRET HISTORY OF BRAVOMAN!
THIS TIME WE TAKE A LOOK AT A CLASSIC ISSUE OF THE BRAVOMAN MONTHLY COMIC BOOK SERIES.
BRAVOMAN 9
NAMCO 1955-2006
ALL ABOUT BANDAI
ARCADE CABINET REPAIR
DIG DUG UNOFFICIAL BIOGRAPHY
THE HISTORY OF PAC-MAN
POLE POSITION FOR DUMMIES
U.C.S.F. CLASSIFIED DOCUMENTS
NICE SHOT, BRAVOMAN! I'M GLAD YOU RETURNED FROM YOUR UNDERSEA ADVENTURE SO SOON.*
NO SWEAT, ALPHA!
*SEE BRAVOMAN #153 -- STILL ON SALE!
BUT I THOUGHT ALL THESE MECHA-MIMES WERE DESTROYED IN THE SILENCE WARS.*
*READ BRAVOMAN & THE BRAVO-CORPS #22-26 FOR THE FULL DETAILS.
THIS COULD MEAN THAT MIME MASTER IS NEARBY.*
I'LL HEAD BACK TO STARSHIP ALPHA TO RUN A SCAN OF THE AREA!**
*EDITOR'S NOTE: BRAVOMAN IS NOT YET AWARE OF MIME MASTER'S DEATH IN NAMCO JUSTICE SQUAD #228.
**FIND OUT WHAT HAPPENS TO ALPHA NEXT IN INVINCIBLE ALPHA MAN #47!
HMM, FIRST LASER-LIONS*, NOW MECHA-MIMES... IS THIS ALSO CONNECTED TO MY RECENT BRAVO-POWER TROUBLES?*
*BRAVOMAN ENCOUNTERED THEM IN SAVAGE BRAVO WOMAN #33!
**BRAVOMAN'S SUPER POWERS HAVE BEEN ON THE FRITZ EVER SINCE BRAVOMAN ANNUAL #4!
***BRAVOMAN'S EXPLOITS CONTINUE IN NEXT WEEK'S BRAVOMAN TEAM-UP #12, THEN RETURN HERE FOR BRAVOMAN #155 AND PART 1 OF "THE HAND OF BOMB" TRILOGY!

#090: NOTE THE NOTES
GUEST ART BY JEFFREY CRUZ

NOVEMBER 10, 2012


HERE YOU GO, KIDDO! *SIR-MEWS-A-LOT* IS SAFE AND SOUND.
YAY! THANKS, *MRS. BRAVOMAN!*
WOAH WOAH, THE NAME'S *BRAVO WOMAN!* JUST BECAUSE I'M DERIVATIVE DOESN'T MEAN I'M NOT MY OWN CHARACTER!
OH... SORRY, *BRAVO... GIRL... MAN?*
*SIGH* WHATEVER.
HOW CAN PEOPLE STILL CONNECT ME WITH THAT *DOOFUS?* I'M DOING *REAL* HEROICS THAT HELP THE COMMON CITIZEN HERE!
YOU DON'T SEE *ME* WASTING MY TIME FIGHTING *CROW DEMONS* AND *PINK-HAIRED NINJAS.*
I'M WAY BEYOND *THAT.*

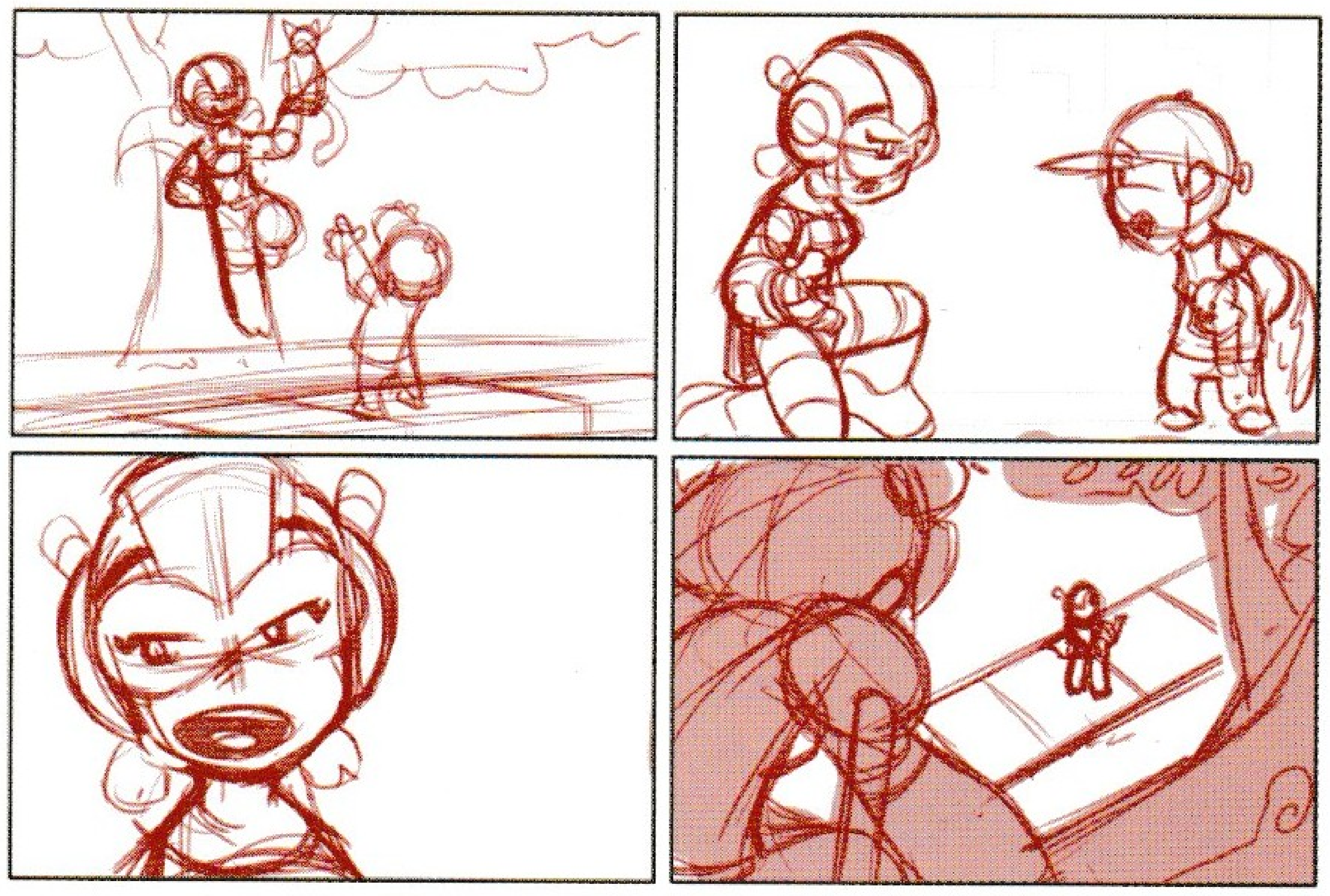
#091: WOMAN WONDERINGS

NOVEMBER 13, 2012

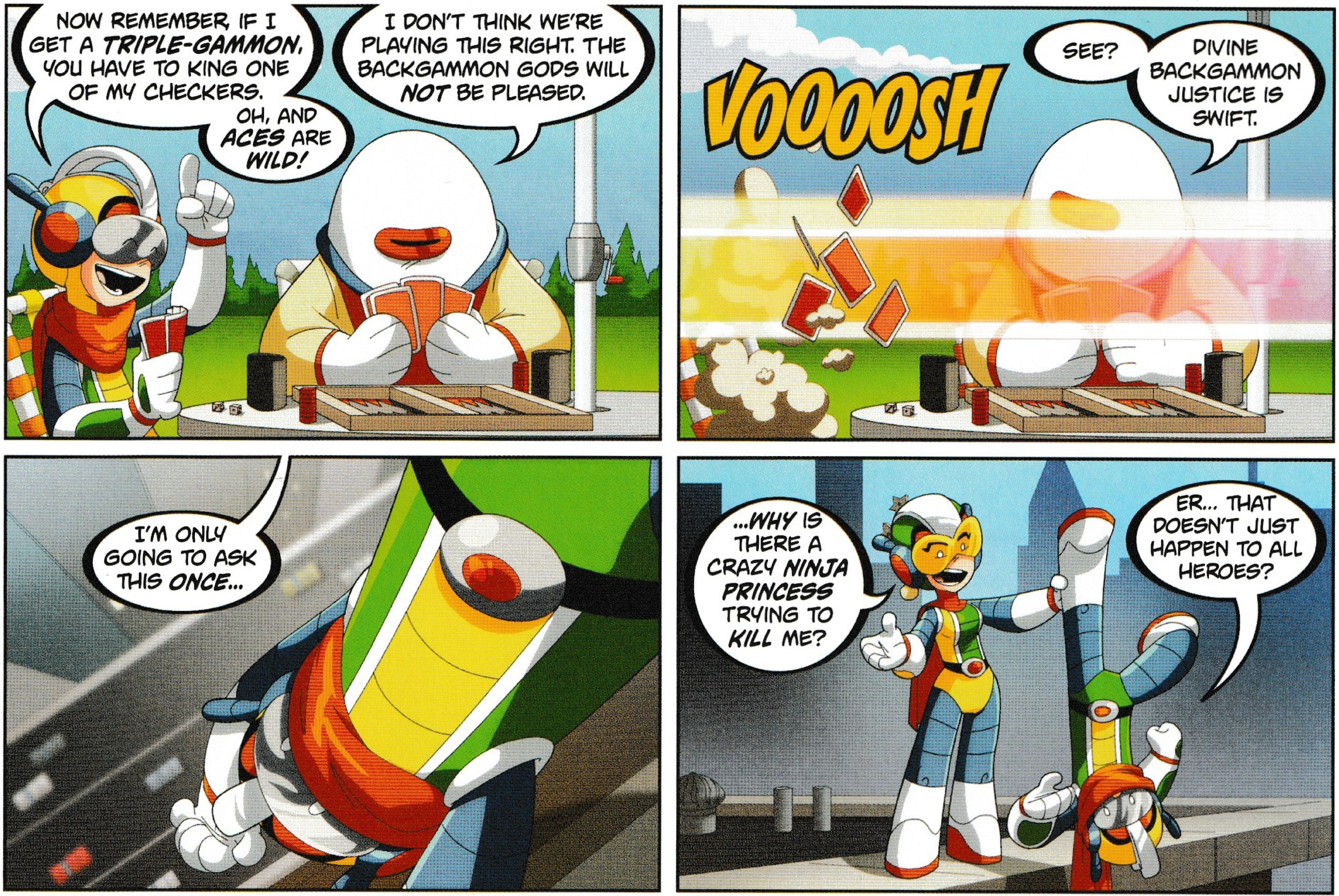
## COMMENTS

**MATT:** This is where we see the beginnings of Bravo Woman's frustrations at being a derivative female hero. When we brought her into the animated series, this is the aspect of the character we mostly chose to focus on.

**DAX:** Fun fact: Panel four is used heavily as reference in the *Bravoman* animated series episode *Perky Princess of Pointy Peril*.



ROUGH LAYOUT


NOW REMEMBER, IF I GET A TRIPLE-GAMMON, YOU HAVE TO KING ONE OF MY CHECKERS.
OH, AND ACES ARE WILD!
I DON'T THINK WE'RE PLAYING THIS RIGHT. THE BACKGAMMON GODS WILL NOT BE PLEASED.
VOOOOSH
SEE?
DIVINE BACKGAMMON JUSTICE IS SWIFT.
I'M ONLY GOING TO ASK THIS ONCE...
...WHY IS THERE A CRAZY NINJA PRINCESS TRYING TO KILL ME?
ER... THAT DOESN'T JUST HAPPEN TO ALL HEROES?

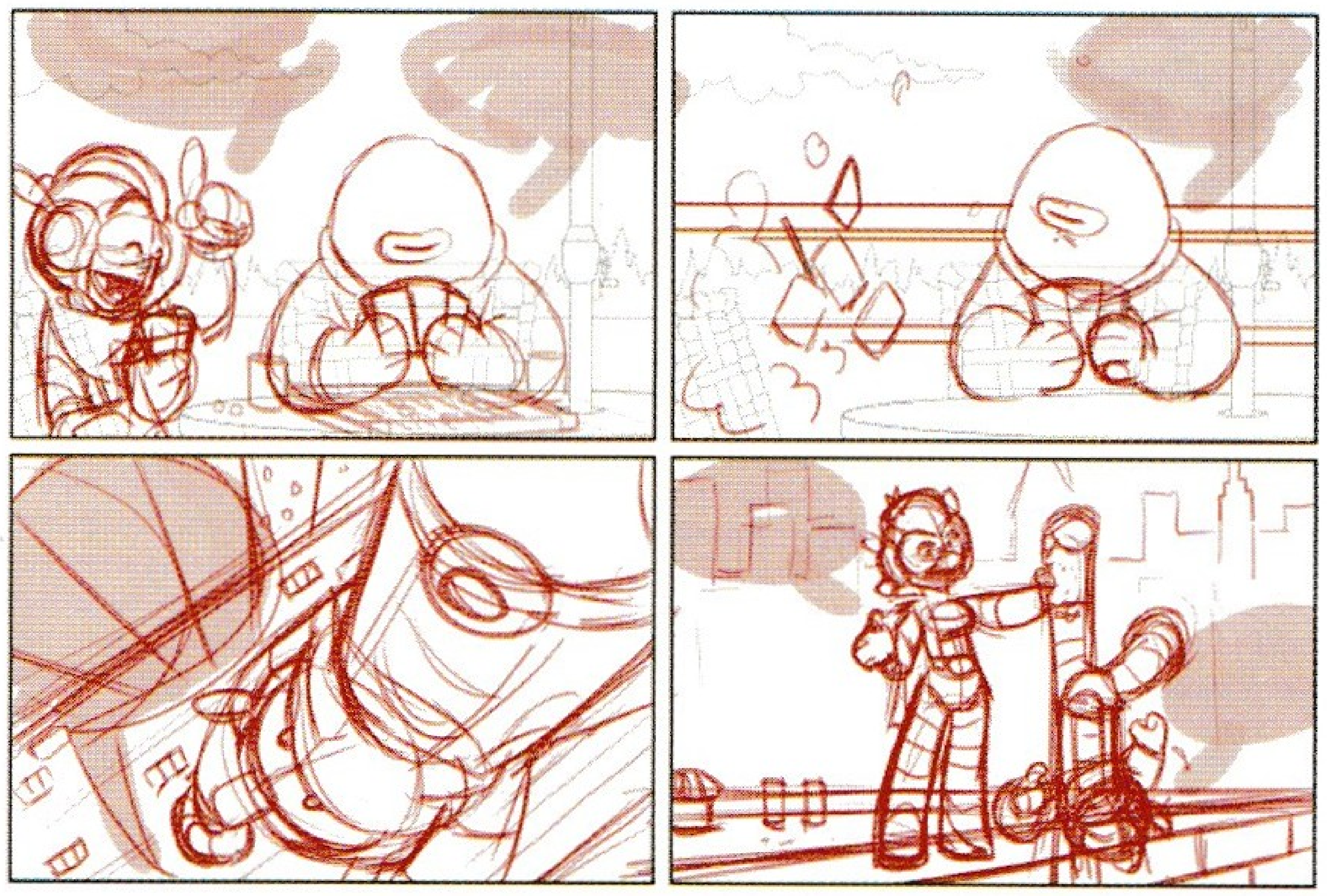
#092: KARMA CALLING

NOVEMBER 15, 2012

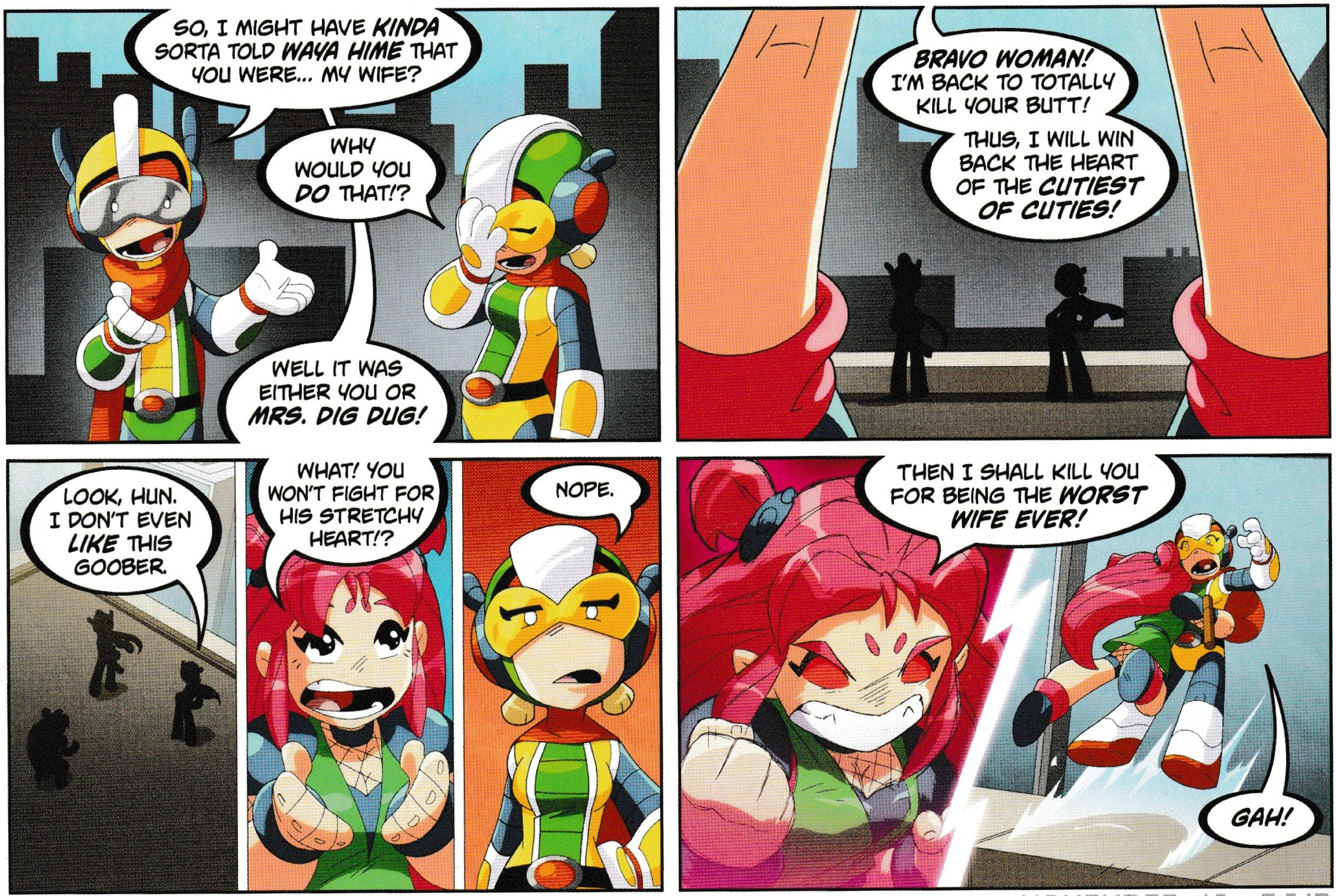
## COMMENTS

**MATT:** Who doesn't love a good backgammon joke? Nobody, that's who.

**DAX:** I love the coloring on this one, as Josh really put a stamp on how Bravo Woman's flight trail looks.



ROUGH LAYOUT


SO, I MIGHT HAVE KINDA SORTA TOLD WAYA HIME THAT YOU WERE... MY WIFE?
WHY WOULD YOU DO THAT!?
WELL IT WAS EITHER YOU OR MRS. DIG DUG!
BRAVO WOMAN! I'M BACK TO TOTALLY KILL YOUR BUTT!
THUS, I WILL WIN BACK THE HEART OF THE CUTIEST OF CUTIES!
LOOK, HUN. I DON'T EVEN LIKE THIS GOOBER.
WHAT! YOU WON'T FIGHT FOR HIS STRETCHY HEART!?
NOPE.
THEN I SHALL KILL YOU FOR BEING THE WORST WIFE EVER!
GAH!

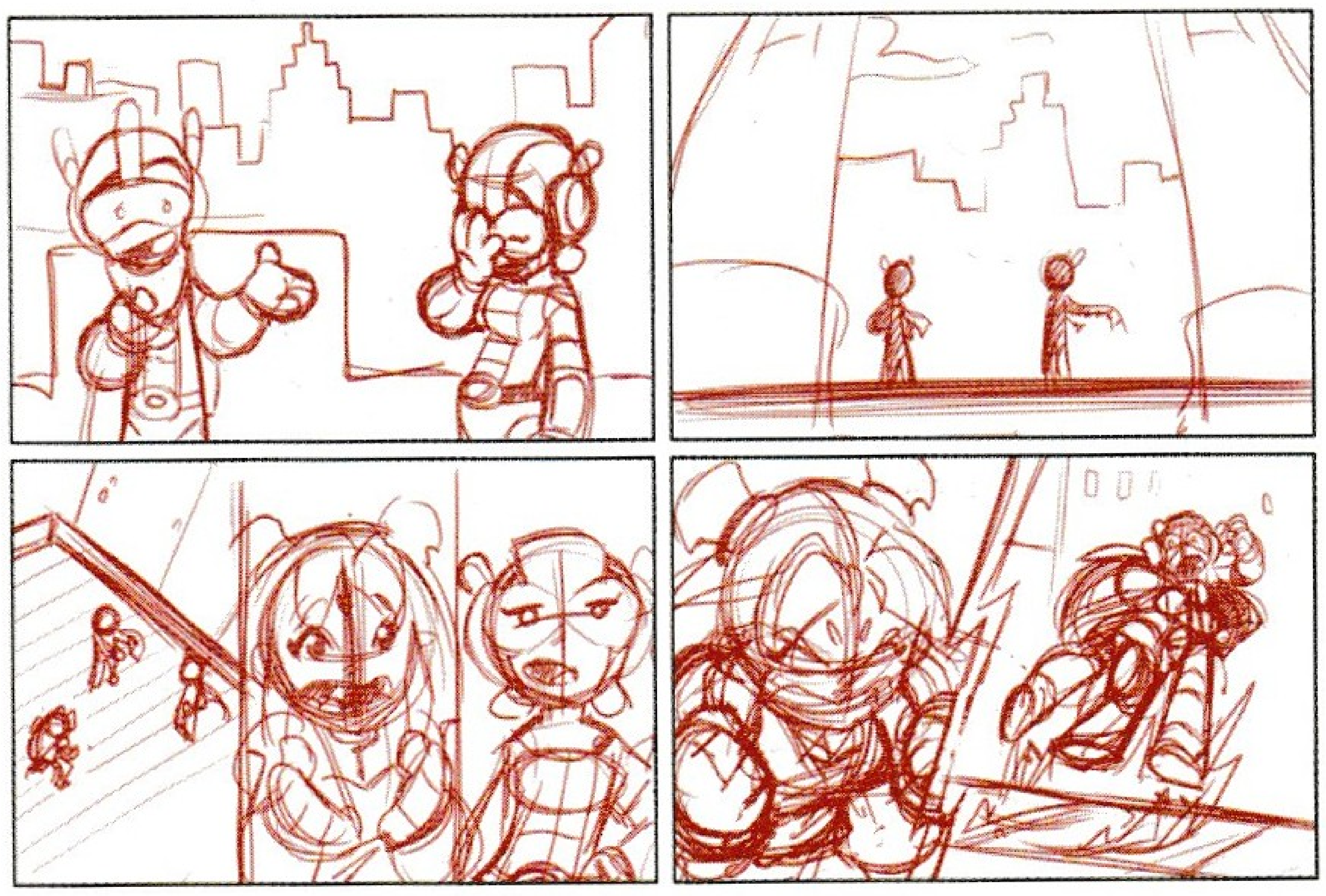
#093: NINJA CHALLENGE

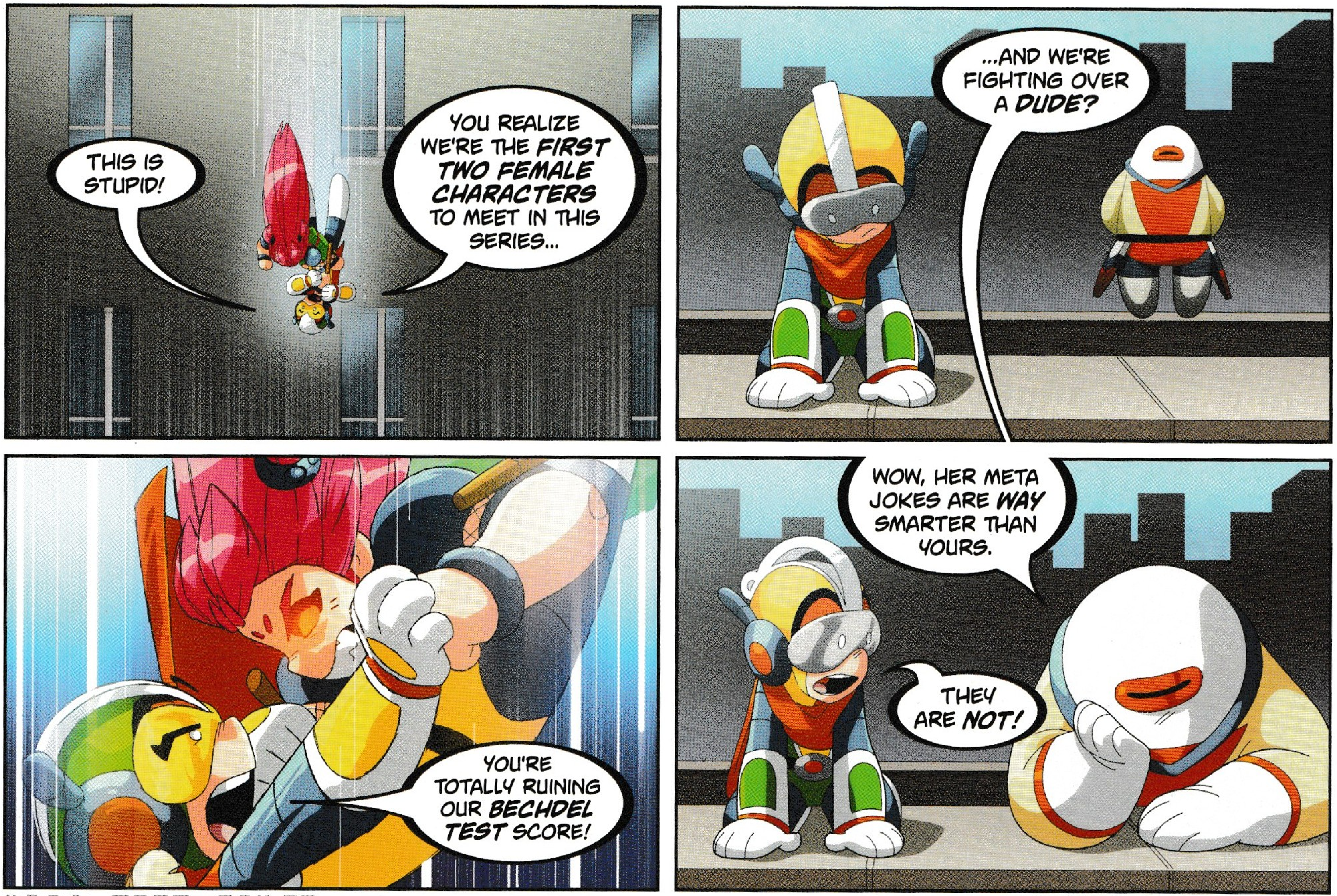
NOVEMBER 18, 2012

## COMMENTS

**MATT:** This arc definitely has some of Dax's best action shots up to this point. It also makes use of a lot of split panels. These have become a staple in most of Dax's fight scenes so he can fit in more action beats. These days, for descriptions of panels like these, I'll generally just write to Dax: "Character X throws a bus at character Y. Split up the panels however much you need to."

**DAX:** A throwback to one of Waya's first confrontations with Bravo early on in the series (panel two). #charm #history


ROUGH LAYOUT


THIS IS STUPID!
YOU REALIZE WE'RE THE FIRST TWO FEMALE CHARACTERS TO MEET IN THIS SERIES...
...AND WE'RE FIGHTING OVER A DUDE?
YOU'RE TOTALLY RUINING OUR BECHDEL TEST SCORE!
WOW, HER META JOKES ARE WAY SMARTER THAN YOURS.
THEY ARE NOT!

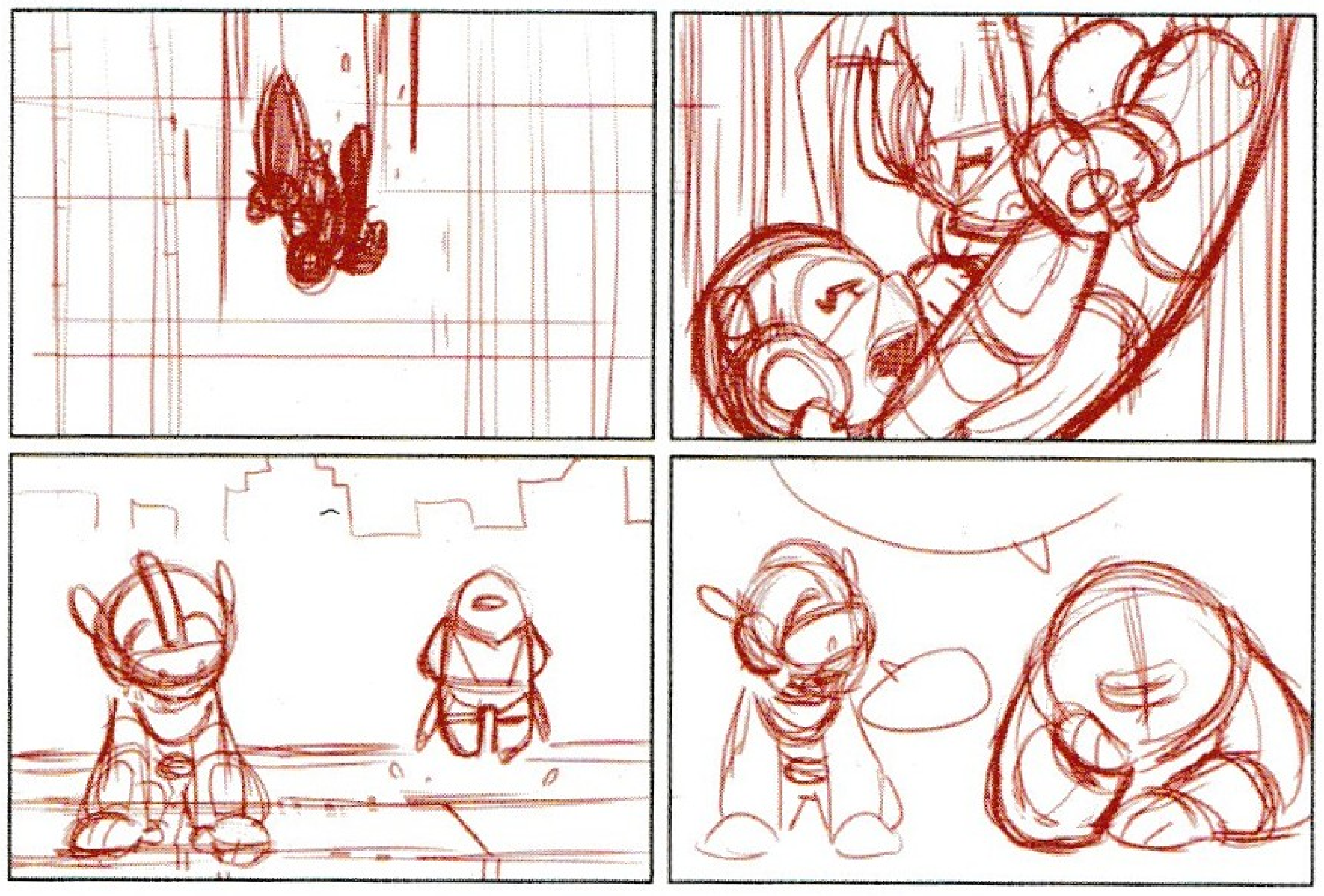
#094: TEST: FAILED

NOVEMBER 20, 2012

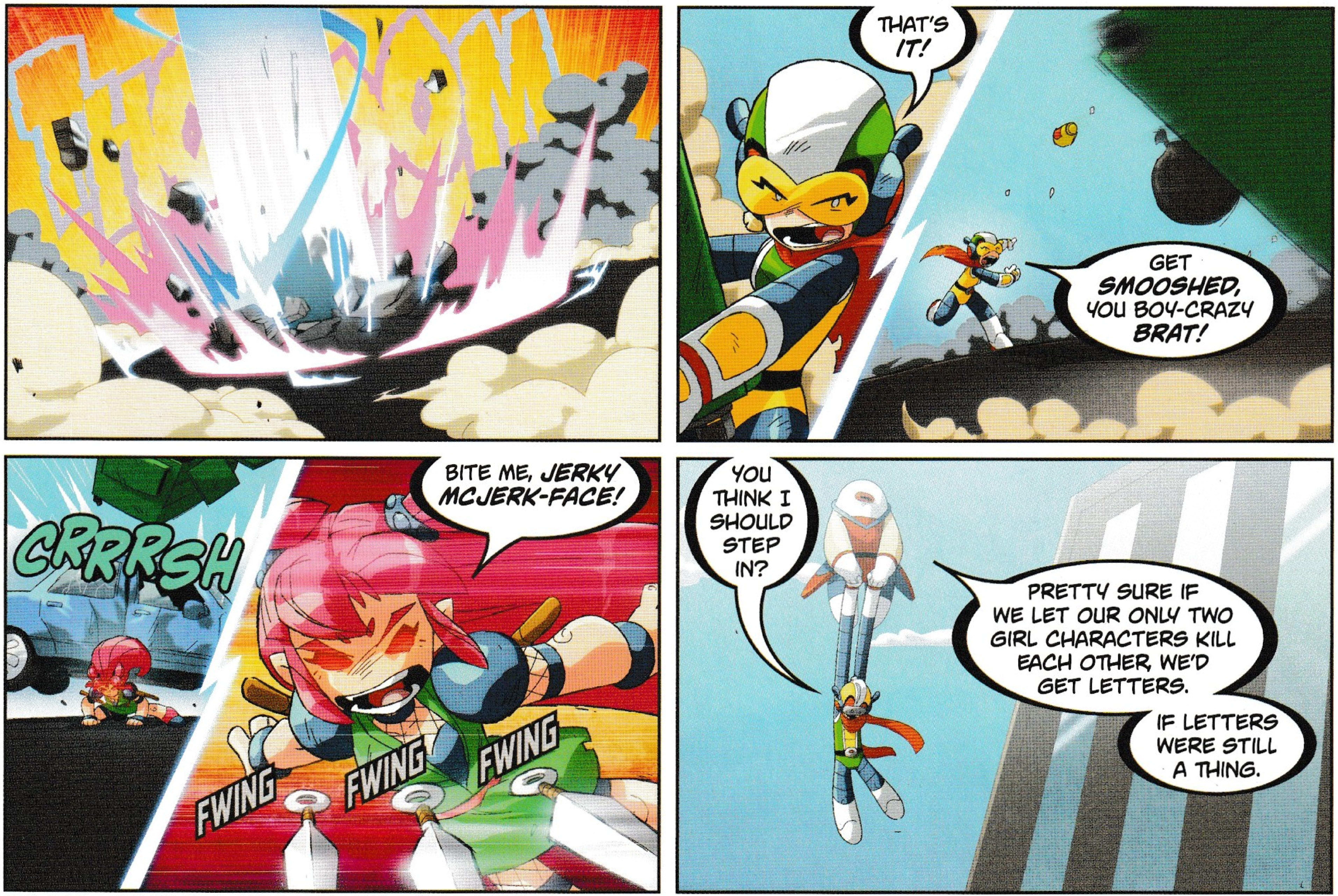
## COMMENTS

**MATT:** I'd been saving the ***Bechdel test*** joke for a while, knowing that these two characters would eventually cross paths. It might be the snootiest joke I ever wrote.

**DAX:** I was in Japan, actually, working in the Namco Bandai head office during this arc. Such a great experience... one I will never forget!



ROUGH LAYOUT


THAT'S IT!
GET SMOOSHED, YOU BOY-CRAZY BRAT!
CRRRSH
BITE ME, JERKY MCJERK-FACE!
FWING
FWING
FWING
YOU THINK I SHOULD STEP IN?
PRETTY SURE IF WE LET OUR ONLY TWO GIRL CHARACTERS KILL EACH OTHER, WE'D GET LETTERS.
IF LETTERS WERE STILL A THING.

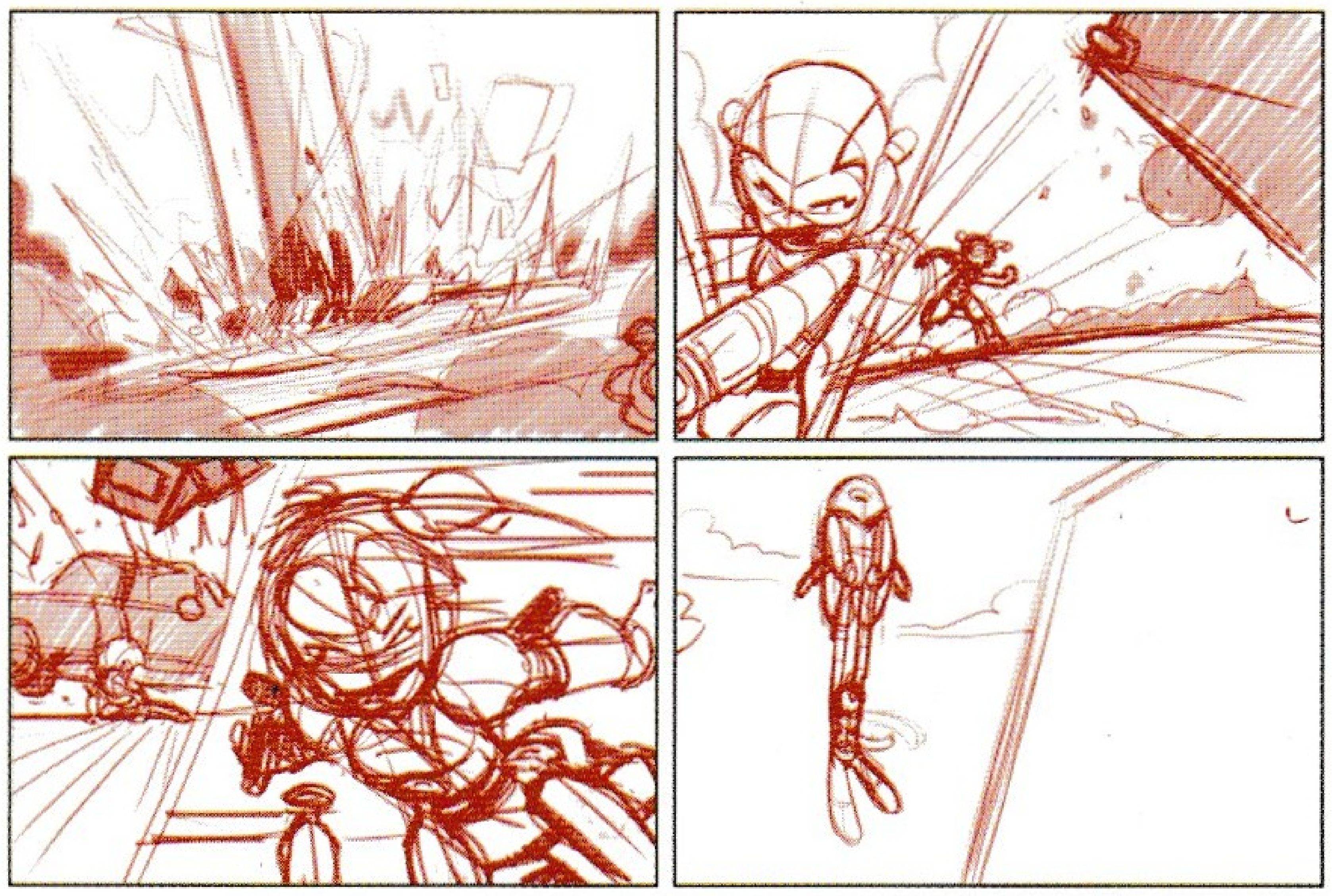
#095: ACTION-HEAVY FILLER STRIP

NOVEMBER 22, 2012

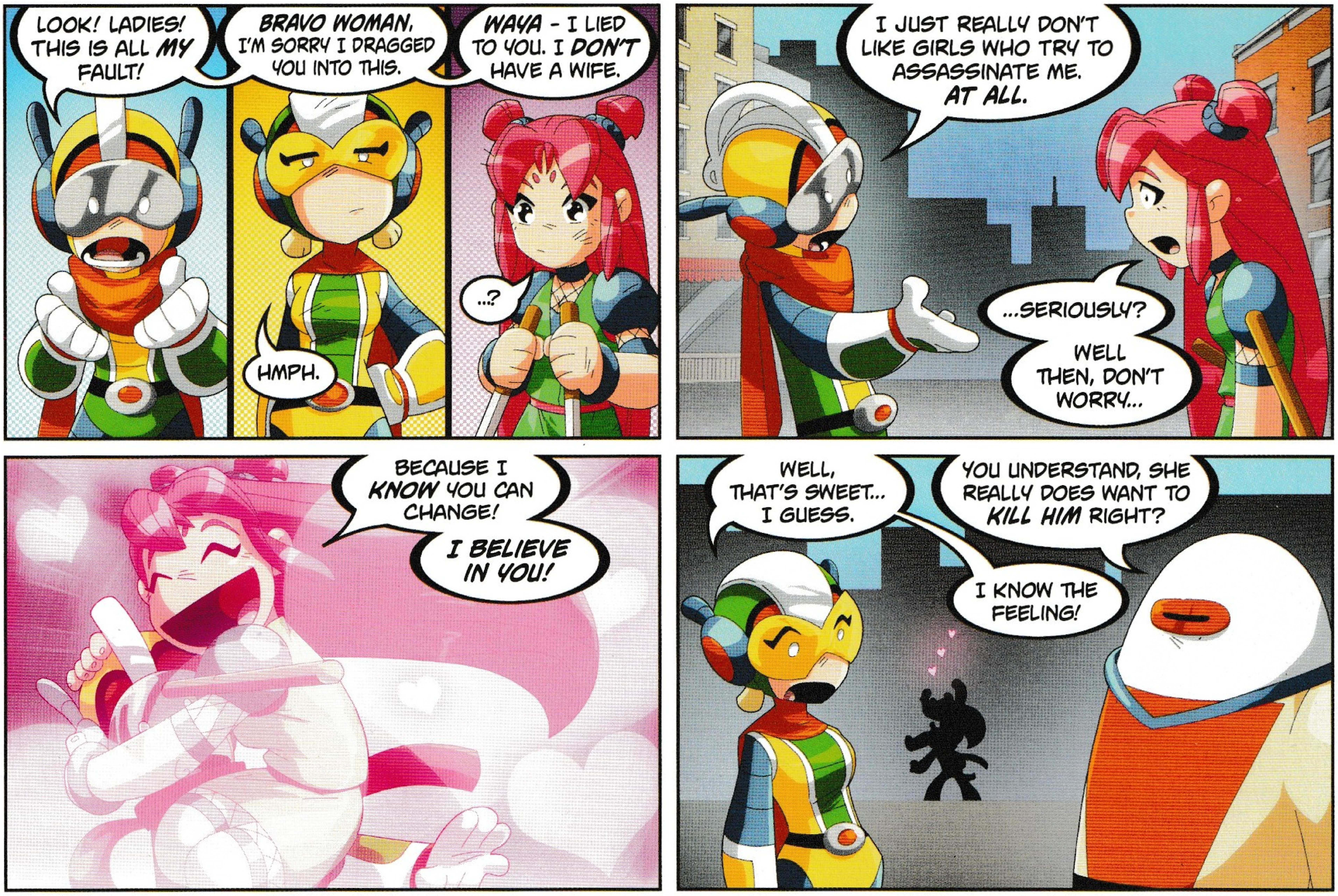
## COMMENTS

**MATT:** Love that first panel! Boy, they sure picked up a lot of speed falling off that building... good thing Bravo Woman was on the bottom to cushion the impact for Waya.

**DAX:** Definitely one of my favorite action strips! All kinds of actiony goodness!



ROUGH LAYOUT


LOOK! LADIES! THIS IS ALL *MY* FAULT!
*BRAVO WOMAN,* I'M SORRY I DRAGGED YOU INTO THIS.
HMPH.
*WAYA* - I LIED TO YOU. I *DON'T* HAVE A WIFE.
...?
I JUST REALLY DON'T LIKE GIRLS WHO TRY TO ASSASSINATE ME. *AT ALL.*
...SERIOUSLY?
WELL THEN, DON'T WORRY...
BECAUSE I *KNOW* YOU CAN CHANGE!
*I BELIEVE IN YOU!*
WELL, THAT'S SWEET... I GUESS.
YOU UNDERSTAND, SHE REALLY DOES WANT TO *KILL HIM* RIGHT?
I KNOW THE FEELING!

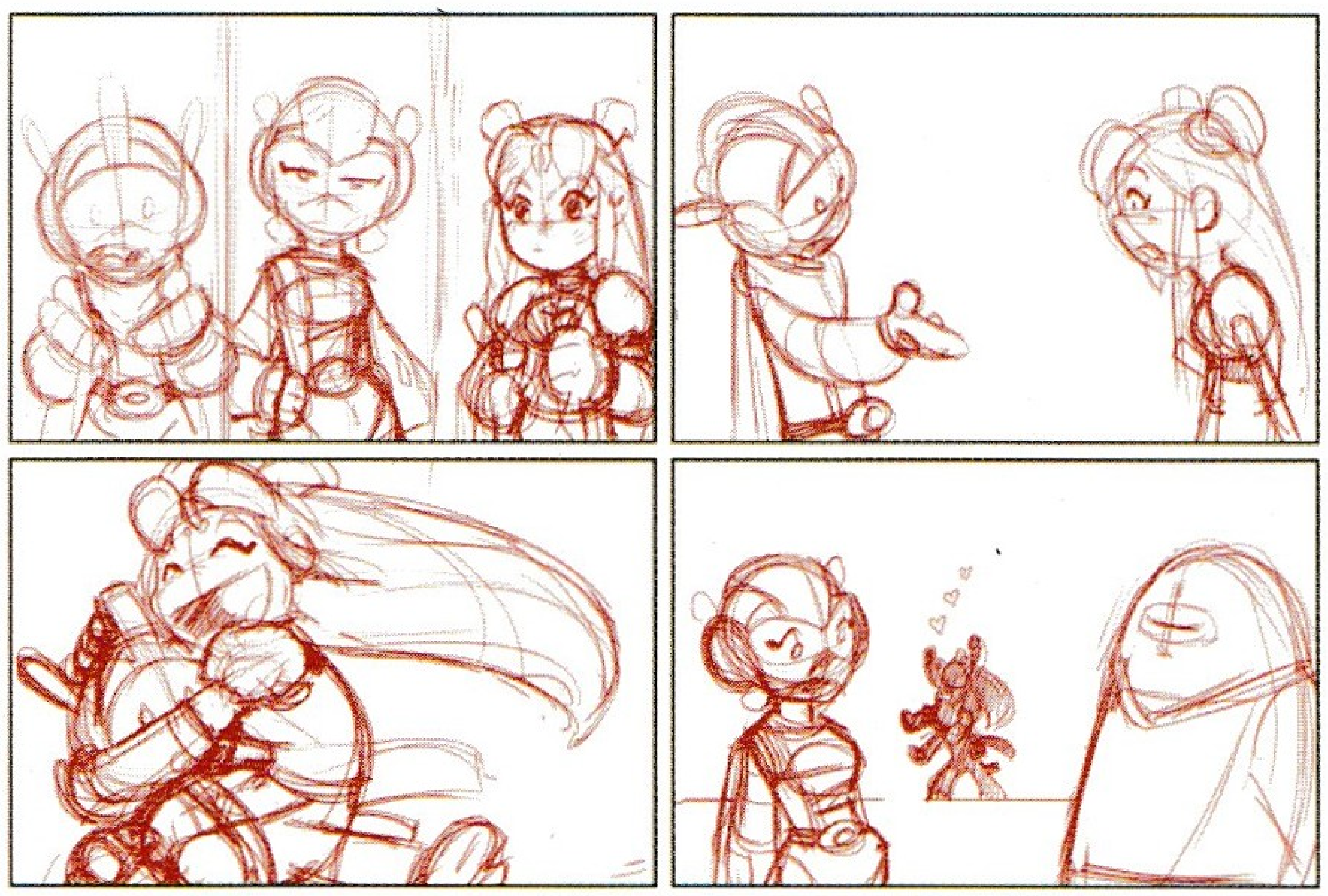
#096: BRAVO COMES CLEAN

NOVEMBER 25, 2012

## COMMENTS

**MATT:** Panel three is just great. Josh must have damaged his retinas coloring that one.

**DAX:** Huggggs!!!



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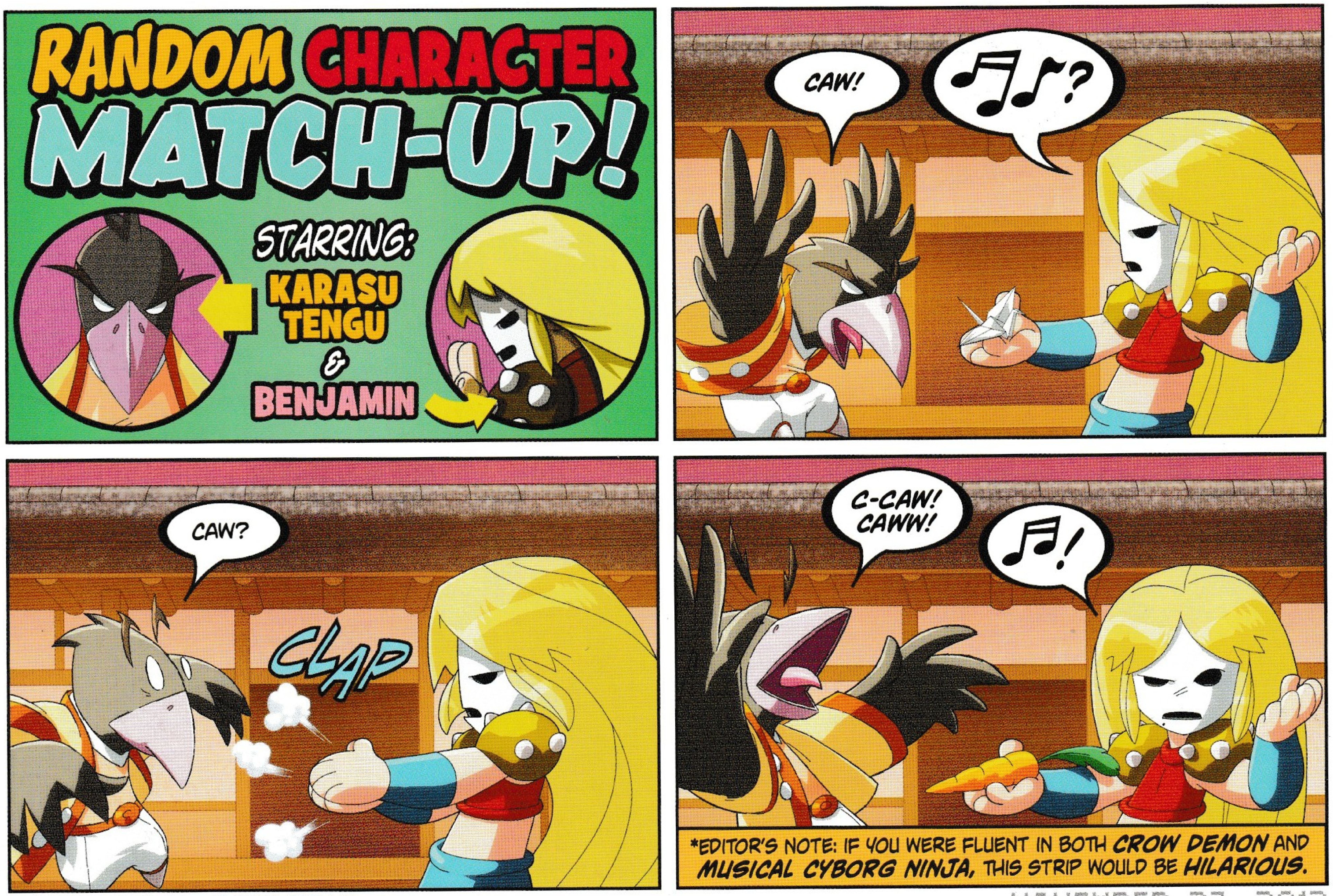

RANDOM CHARACTER MATCH-UP!
STARRING:
KARASU TENGU
&
BENJAMIN
CAW!
♫♪?
CAW?
CLAP
C-CAW! CAWW!
♫!
*EDITOR'S NOTE: IF YOU WERE FLUENT IN BOTH CROW DEMON AND MUSICAL CYBORG NINJA, THIS STRIP WOULD BE HILARIOUS.

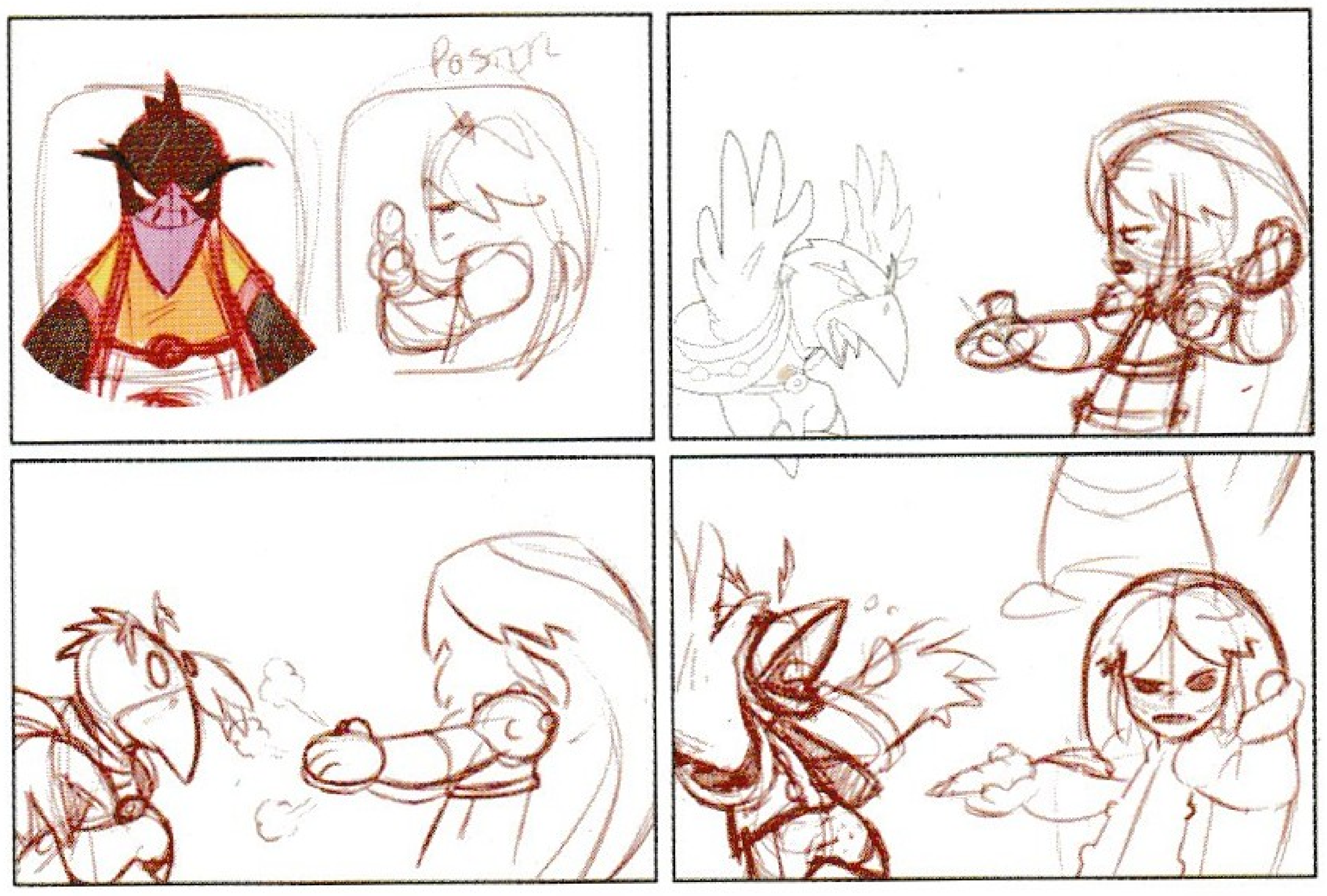
#097: R.C.M. RETURNS

NOVEMBER 27, 2012

## COMMENTS

**MATT:** Want to hear the translation of the joke? So do I!

**DAX:** Fun fact: Benjamin's pose was influenced by a friend of mine at ShiftyLook while I was in Japan. He was sitting across the table from me doing one of his impersonations/ inside jokes, so I threw it in!



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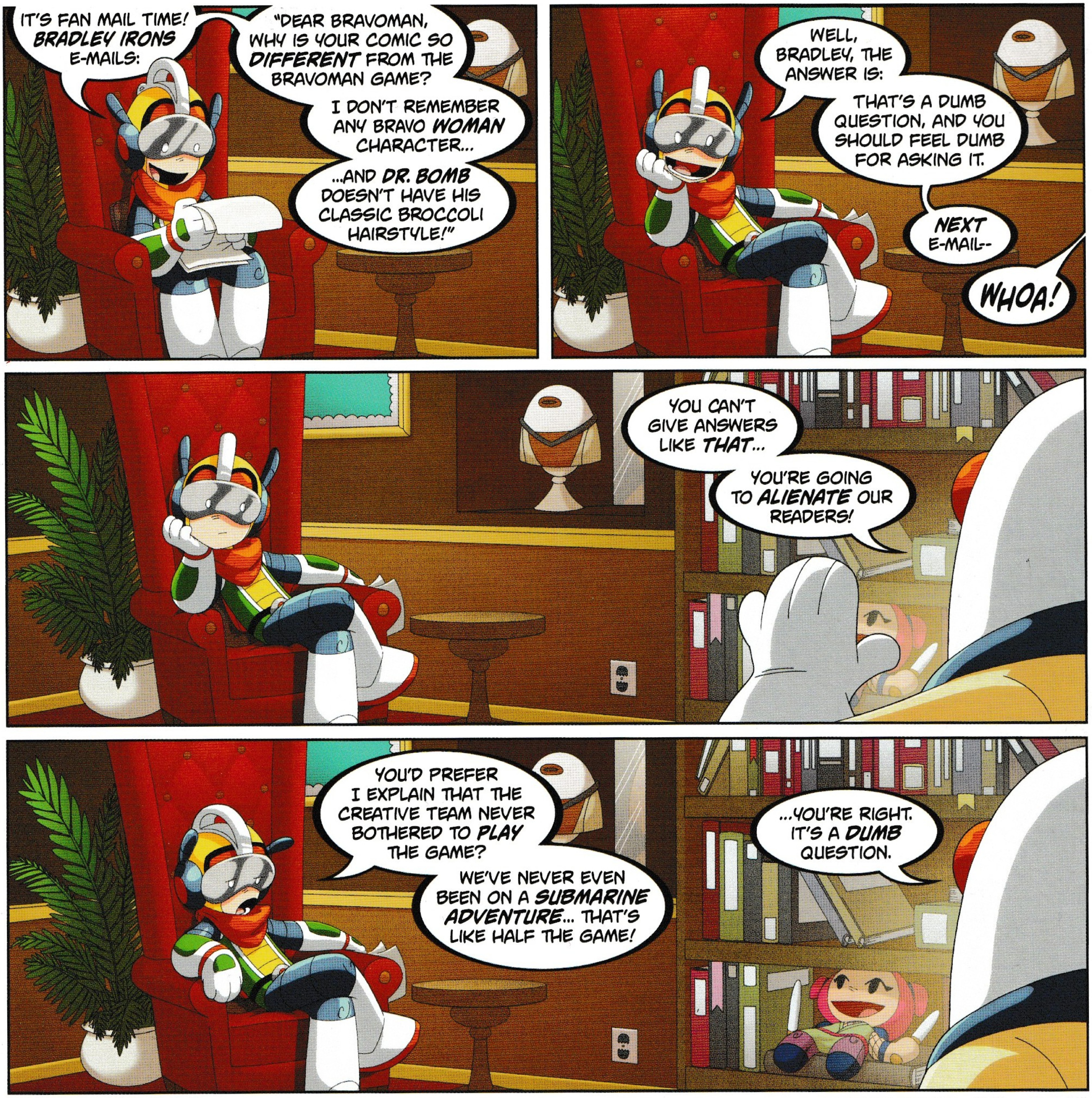
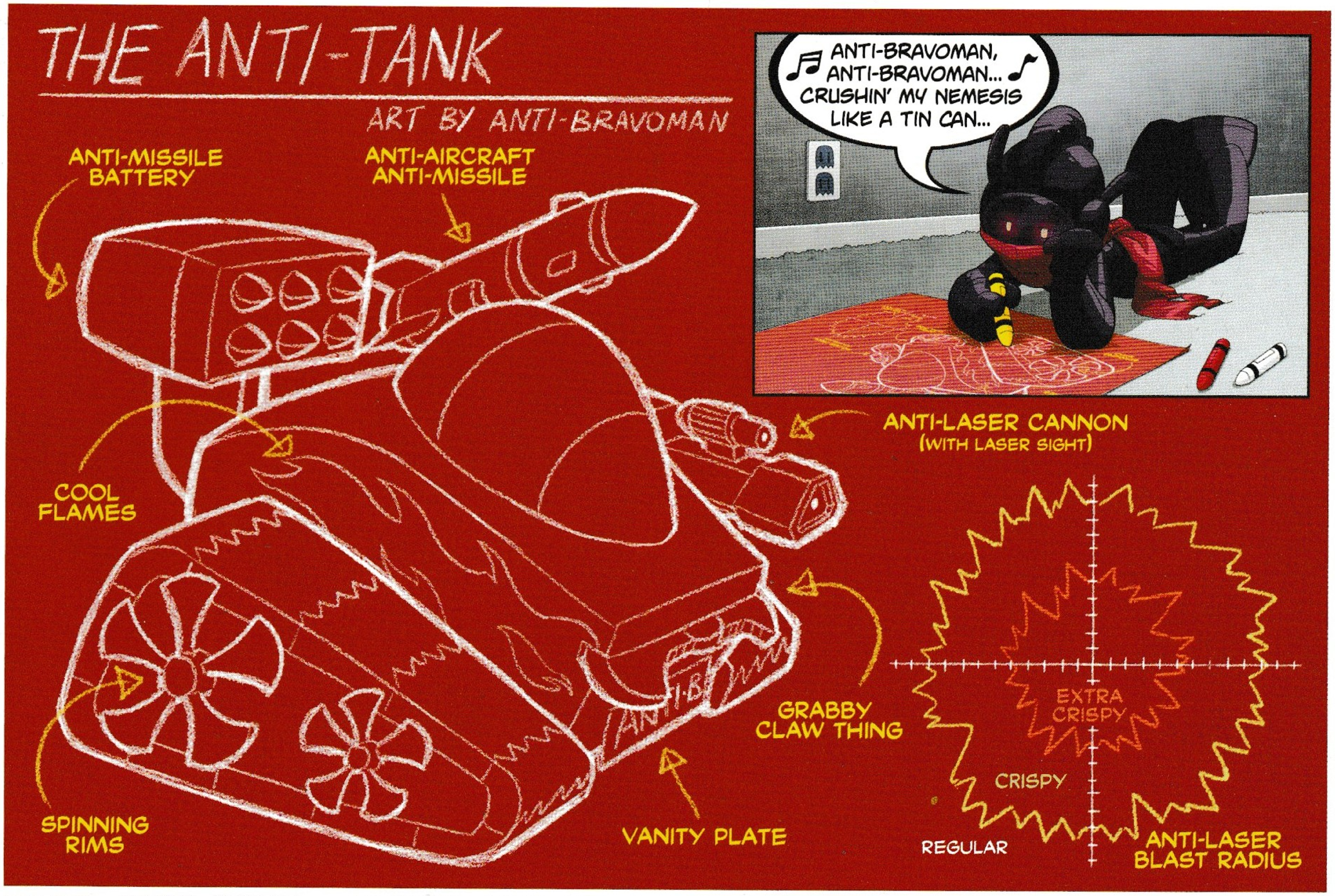
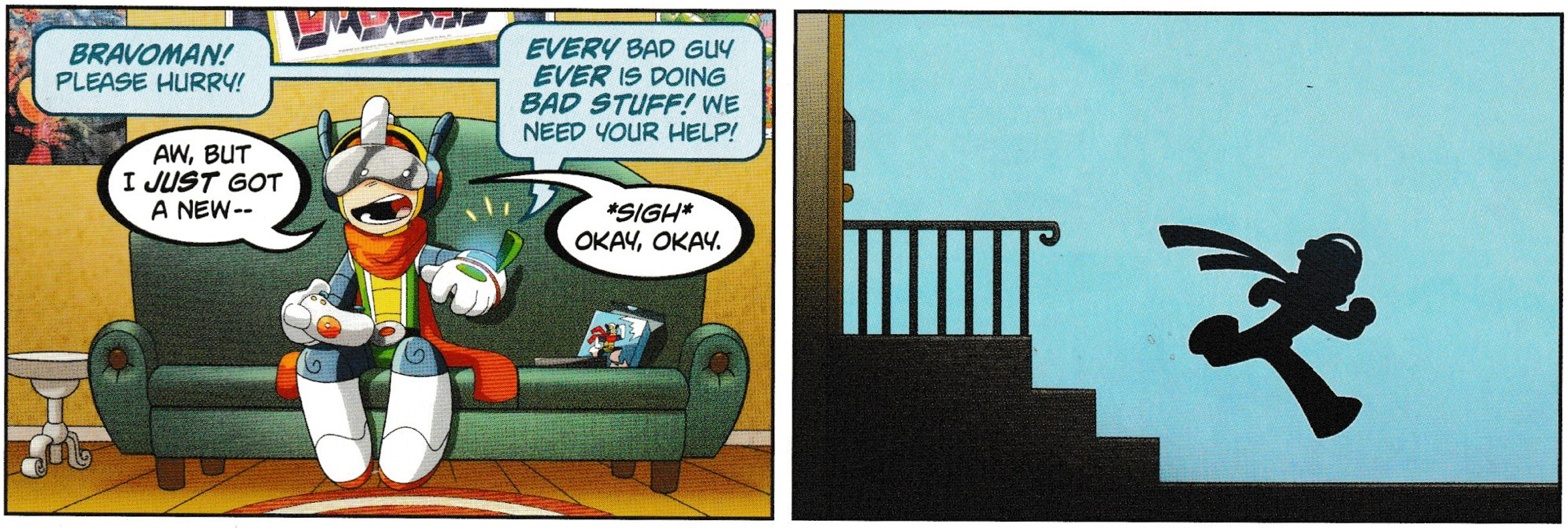

IT'S FAN MAIL TIME! BRADLEY IRONS E-MAILS:
"DEAR BRAVOMAN, WHY IS YOUR COMIC SO DIFFERENT FROM THE BRAVOMAN GAME?
I DON'T REMEMBER ANY BRAVO WOMAN CHARACTER...
...AND DR. BOMB DOESN'T HAVE HIS CLASSIC BROCCOLI HAIRSTYLE!"
WELL, BRADLEY, THE ANSWER IS:
THAT'S A DUMB QUESTION, AND YOU SHOULD FEEL DUMB FOR ASKING IT.
NEXT E-MAIL--
WHOA!
YOU CAN'T GIVE ANSWERS LIKE THAT...
YOU'RE GOING TO ALIENATE OUR READERS!
YOU'D PREFER I EXPLAIN THAT THE CREATIVE TEAM NEVER BOTHERED TO PLAY THE GAME?
WE'VE NEVER EVEN BEEN ON A SUBMARINE ADVENTURE... THAT'S LIKE HALF THE GAME!
...YOU'RE RIGHT. IT'S A DUMB QUESTION.

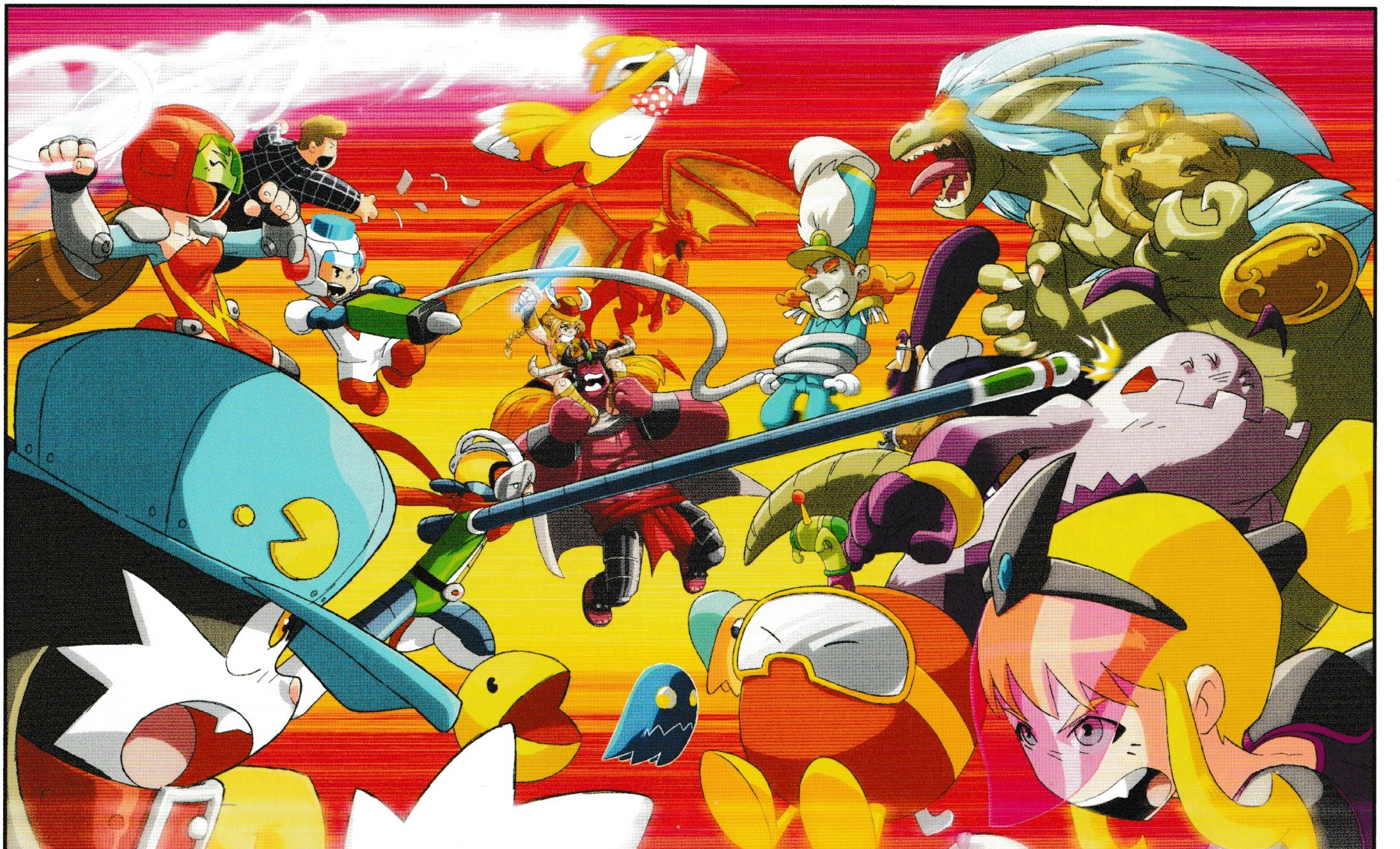
#098: MAILBAG

NOVEMBER 29, 2012


THE ANTI-TANK
ART BY ANTI-BRAVOMAN
ANTI-MISSILE BATTERY
ANTI-AIRCRAFT ANTI-MISSILE
♫ ANTI-BRAVOMAN, ANTI-BRAVOMAN... ♪ CRUSHIN' MY NEMESIS LIKE A TIN CAN...
ANTI-LASER CANNON (WITH LASER SIGHT)
COOL FLAMES
GRABBY CLAW THING
ANTI-B
EXTRA CRISPY
CRISPY
REGULAR
ANTI-LASER BLAST RADIUS
SPINNING RIMS
VANITY PLATE

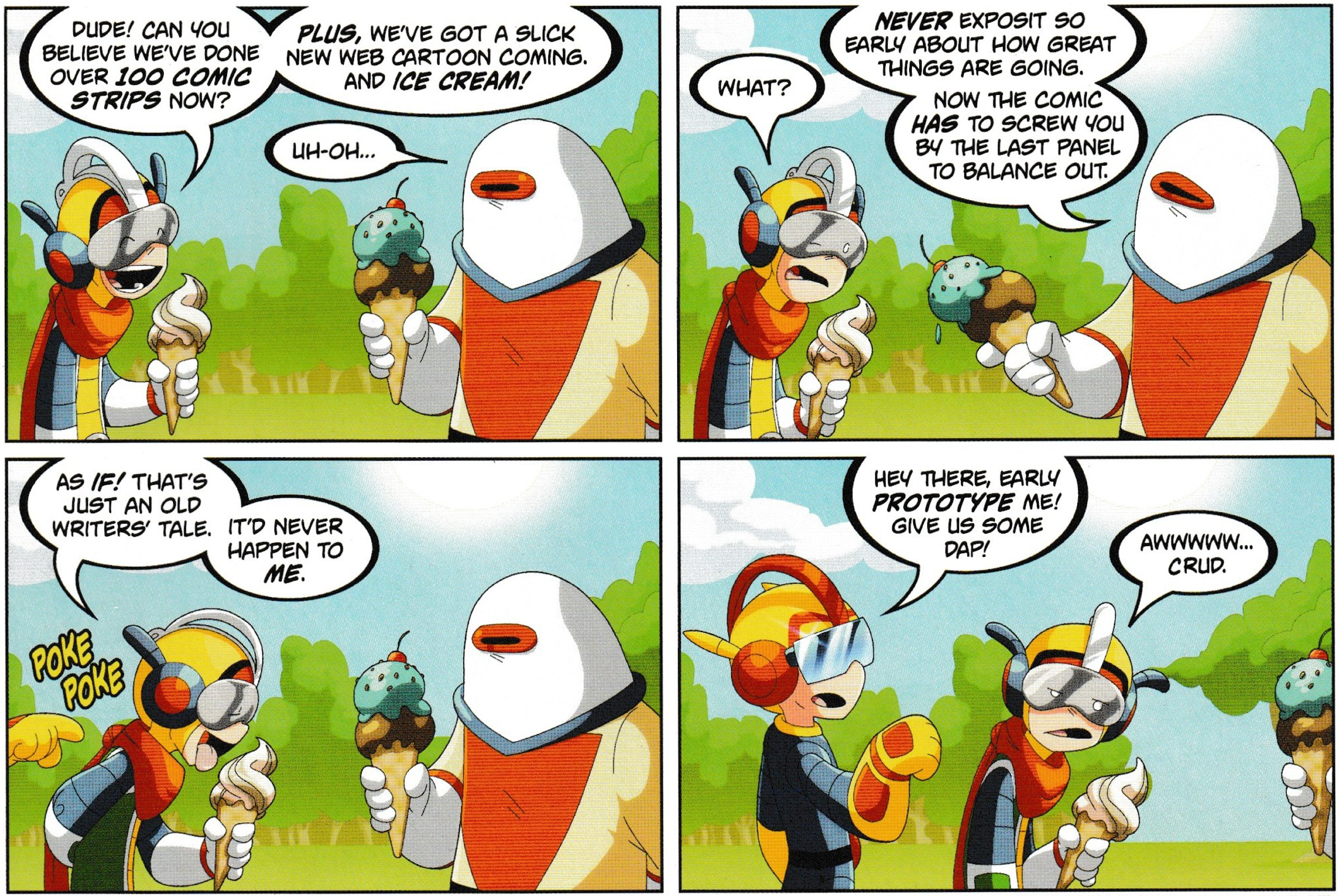
#099: ANTI-TANK - GUEST ART BY MATT MOYLAN DECEMBER 01, 2012


BRAVOMAN! PLEASE HURRY!
EVERY BAD GUY EVER IS DOING BAD STUFF! WE NEED YOUR HELP!
AW, BUT I JUST GOT A NEW--
*SIGH* OKAY, OKAY.


I STILL HAVE TIME BEFORE BED!
WAHOO!
FINALLY SOME *REAL* EXCITEMENT!

#100: NUMBER 100!

DECEMBER 04, 2012


DUDE! CAN YOU BELIEVE WE'VE DONE OVER 100 COMIC STRIPS NOW?
PLUS, WE'VE GOT A SLICK NEW WEB CARTOON COMING. AND ICE CREAM!
UH-OH...
WHAT?
NEVER EXPOSIT SO EARLY ABOUT HOW GREAT THINGS ARE GOING.
NOW THE COMIC HAS TO SCREW YOU BY THE LAST PANEL TO BALANCE OUT.
AS IF! THAT'S JUST AN OLD WRITERS' TALE.
IT'D NEVER HAPPEN TO ME.
POKE POKE
HEY THERE, EARLY PROTOTYPE ME! GIVE US SOME DAP!
AWWWWW... CRUD.

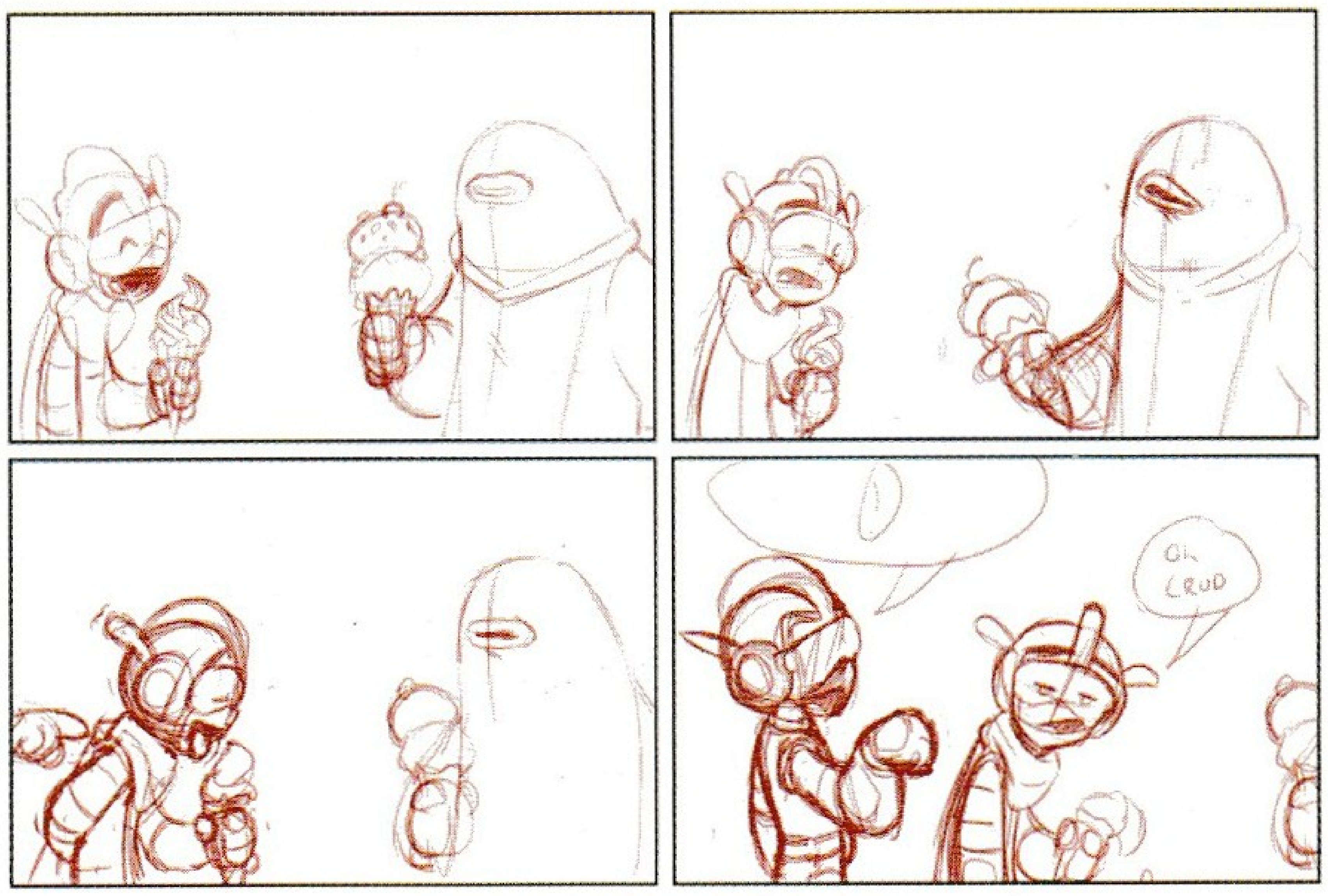
#101: BRAVO BALANCE

DECEMBER 06, 2012

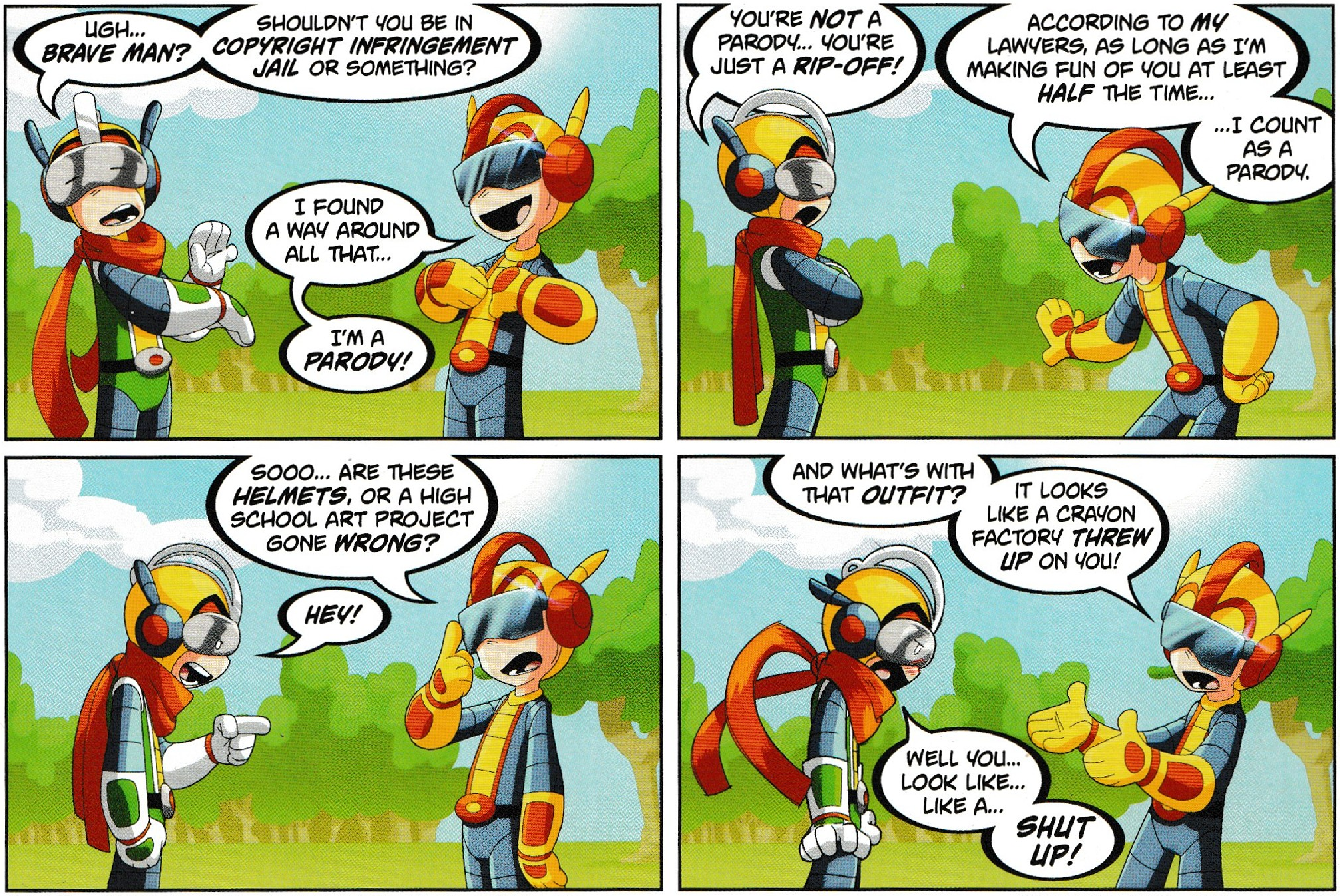
## COMMENTS

**MATT:** This little three-parter was done as a bit of housekeeping to get Brave Man out of the hands of those lawyers, so that we could include him in the next big story arc later on. Though I do like how it turned out.

**DAX:** Only Brave Man can ruin a good ice cream cone.



ROUGH LAYOUT


UGH... BRAVE MAN?
SHOULDN'T YOU BE IN COPYRIGHT INFRINGEMENT JAIL OR SOMETHING?
I FOUND A WAY AROUND ALL THAT...
I'M A PARODY!
YOU'RE NOT A PARODY... YOU'RE JUST A RIP-OFF!
ACCORDING TO MY LAWYERS, AS LONG AS I'M MAKING FUN OF YOU AT LEAST HALF THE TIME...
...I COUNT AS A PARODY.
SOOO... ARE THESE HELMETS, OR A HIGH SCHOOL ART PROJECT GONE WRONG?
HEY!
AND WHAT'S WITH THAT OUTFIT?
IT LOOKS LIKE A CRAYON FACTORY THREW UP ON YOU!
WELL YOU... LOOK LIKE... LIKE A...
SHUT UP!

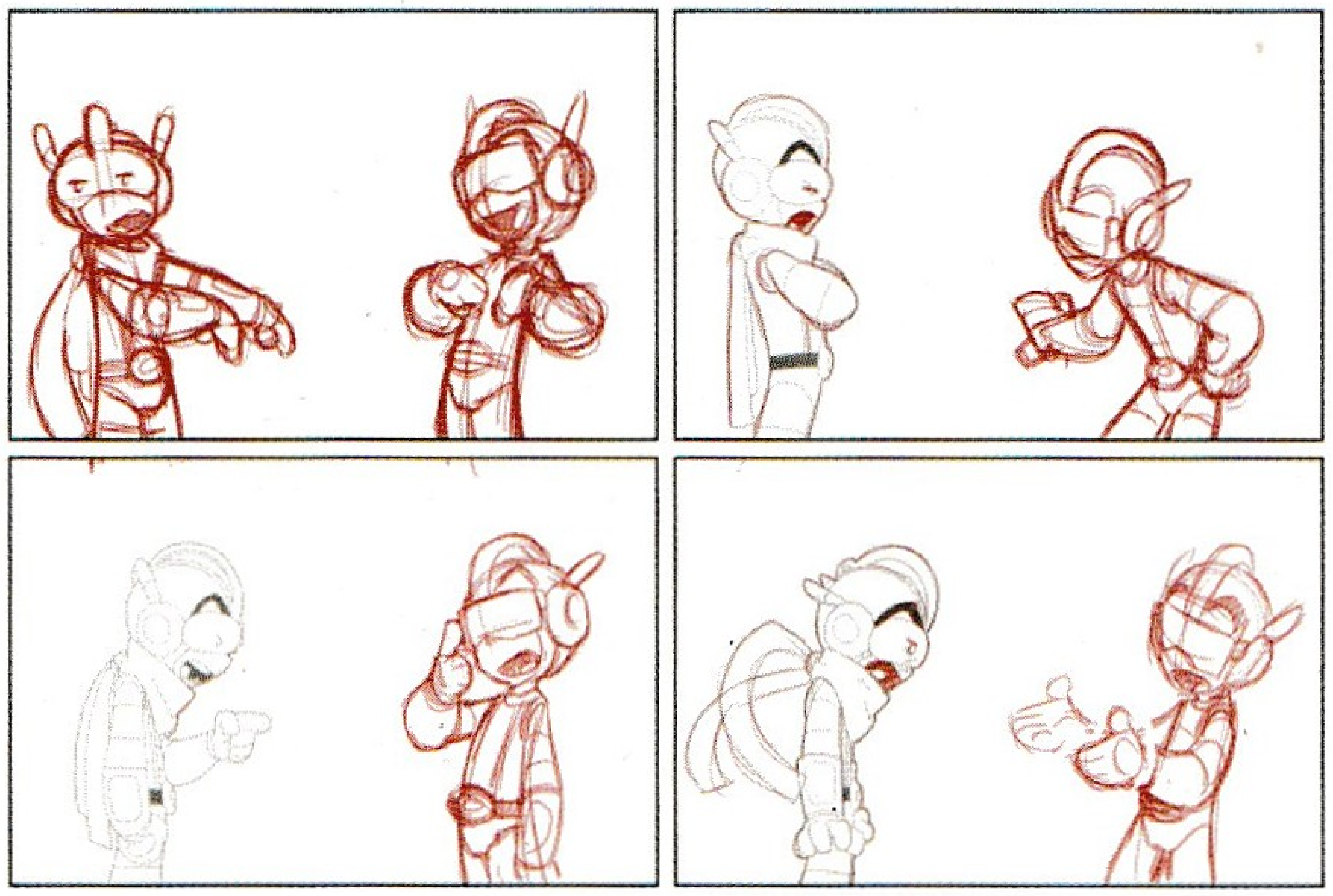
#102: FORTUNE FAVORS THE BRAVE

DECEMBER 08, 2012

## COMMENTS

**MATT:** I think ***parody*** is cited a little too often these days as justification to play with other people's properties. Like, there's this guy who did a webcomic called *Lil Formers*, which obviously just sponged off of other popular properties. That guy was such a hack!

**DAX:** I like Matt's take on Brave Man, and the fact that Brave Man doesn't see how derivative he is. Again, supporting the theme of the web series. #charm #history



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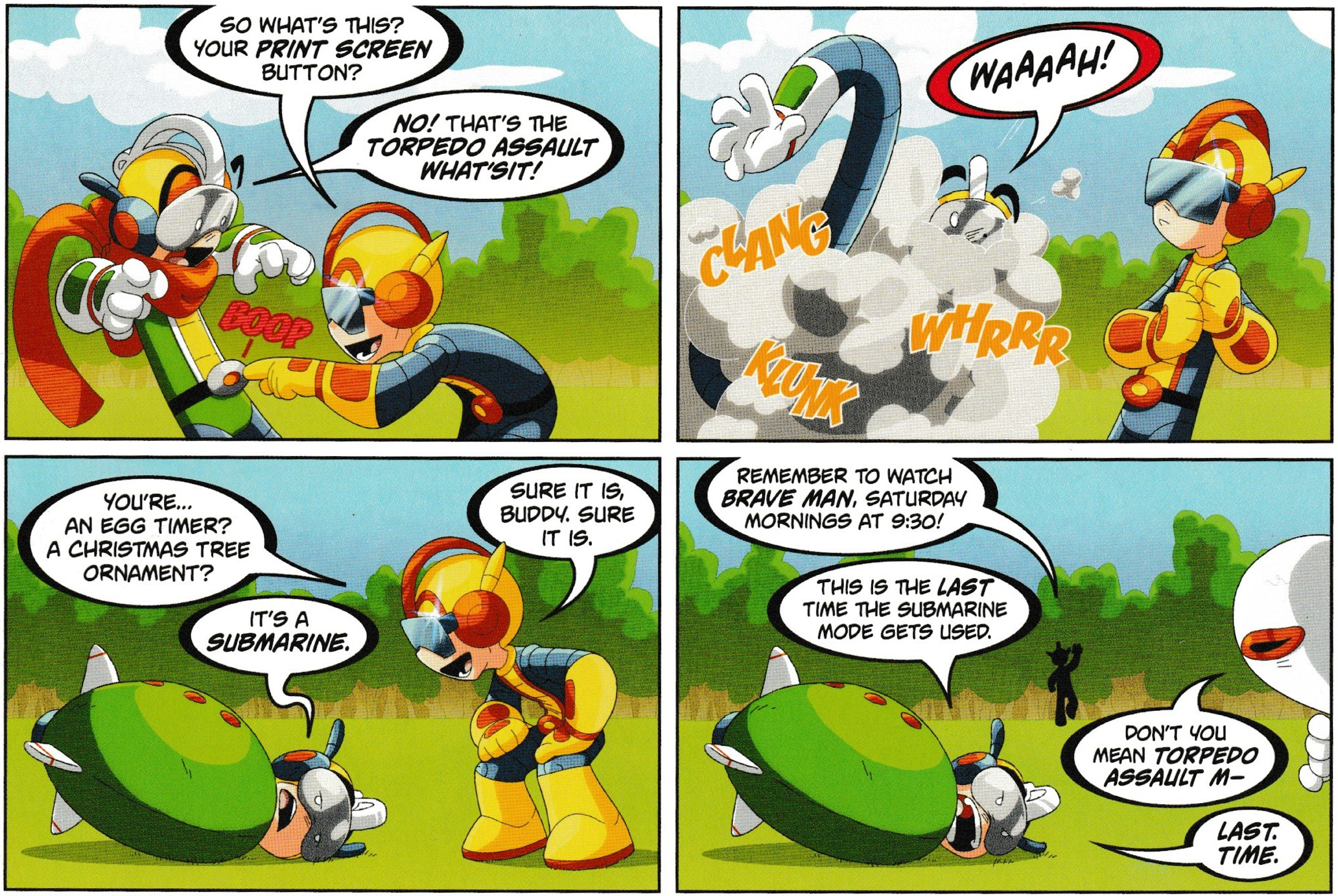

SO WHAT'S THIS? YOUR *PRINT SCREEN* BUTTON?
?
*NO!* THAT'S THE *TORPEDO ASSAULT WHAT'SIT!*
BOOP
WAAAAH!
CLANG
WHRRR
KLUNK
YOU'RE... AN EGG TIMER? A CHRISTMAS TREE ORNAMENT?
IT'S A *SUBMARINE.*
SURE IT IS, BUDDY. SURE IT IS.
REMEMBER TO WATCH *BRAVE MAN*, SATURDAY MORNINGS AT 9:30!
THIS IS THE *LAST* TIME THE SUBMARINE MODE GETS USED.
DON'T YOU MEAN *TORPEDO ASSAULT M–*
*LAST. TIME.*

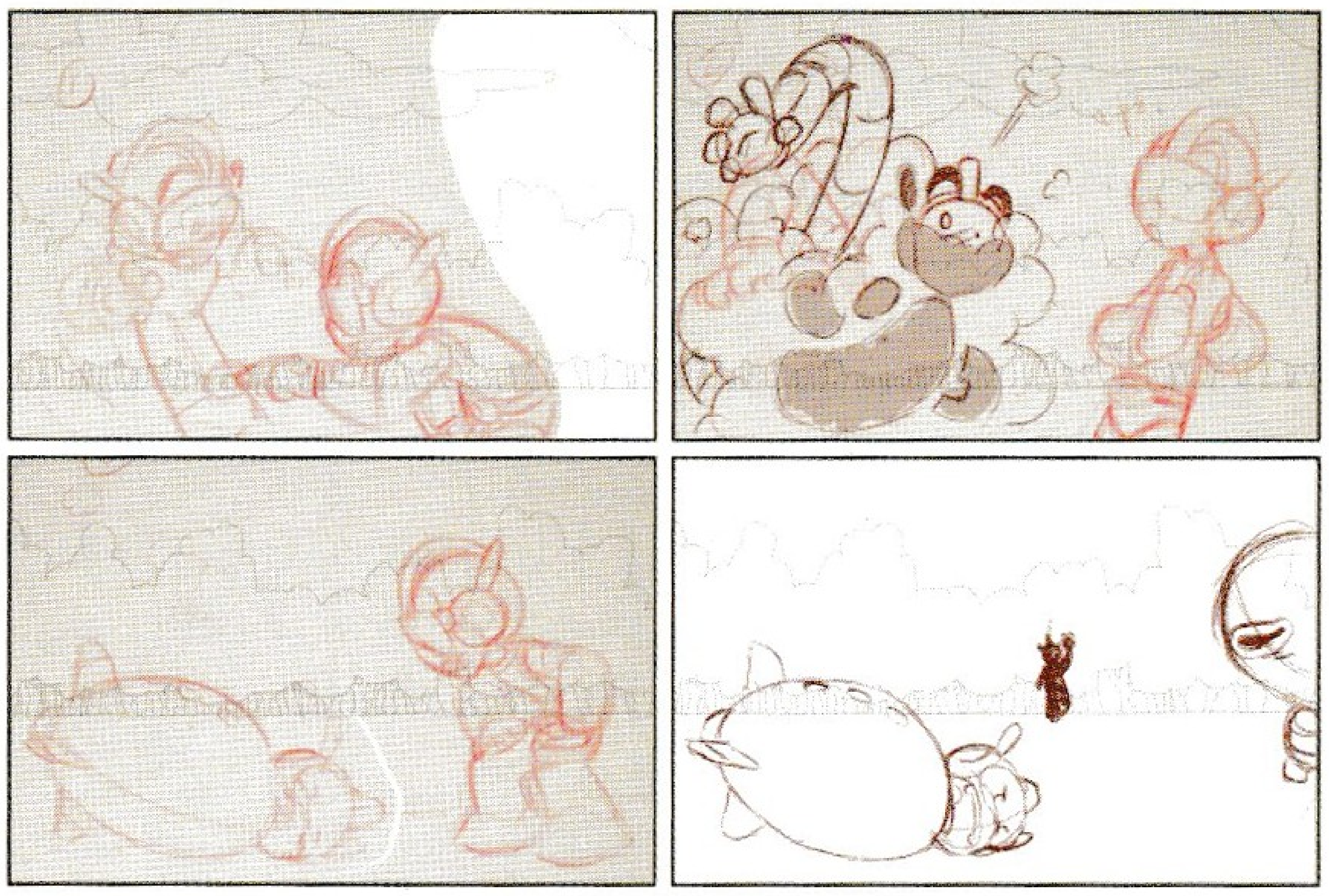
#103: BRAVE BUTTON-PRESSER

DECEMBER 11, 2012

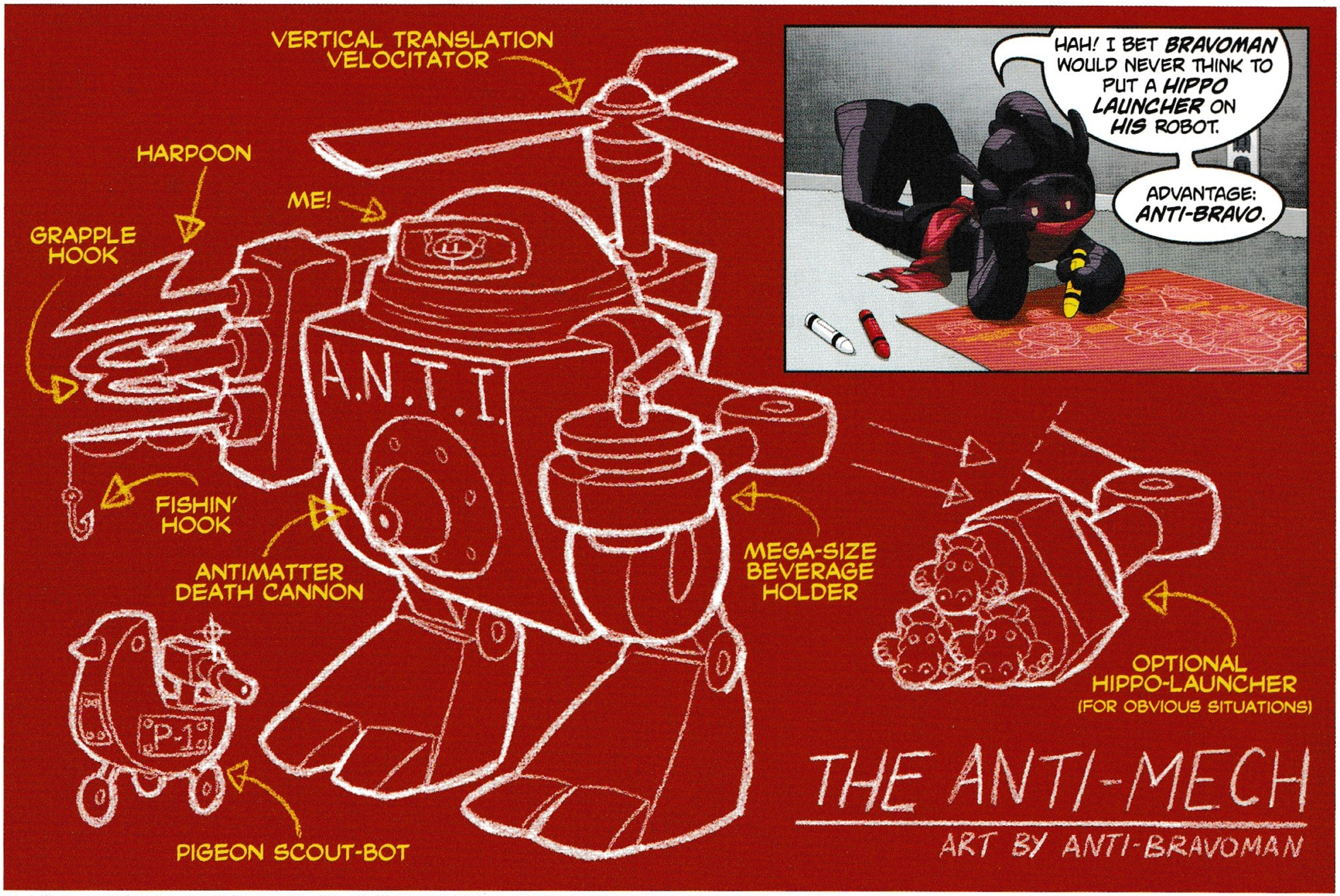
## COMMENTS

**MATT:** Only the second appearance of Bravoman's sub mode! Dax really disliked how goofy his first take on the sub design was, so Bravo is pretty much channeling Dax here. Dax ends up totally redesigning the sub mode for its next appearance.

**DAX:** This is the first strip where I had to do roughs on paper and then e-mail them for approval before finishing the final version via pics from an iPhone. I was in Singapore at the time, and I finished it in my hotel room.



ROUGH LAYOUT

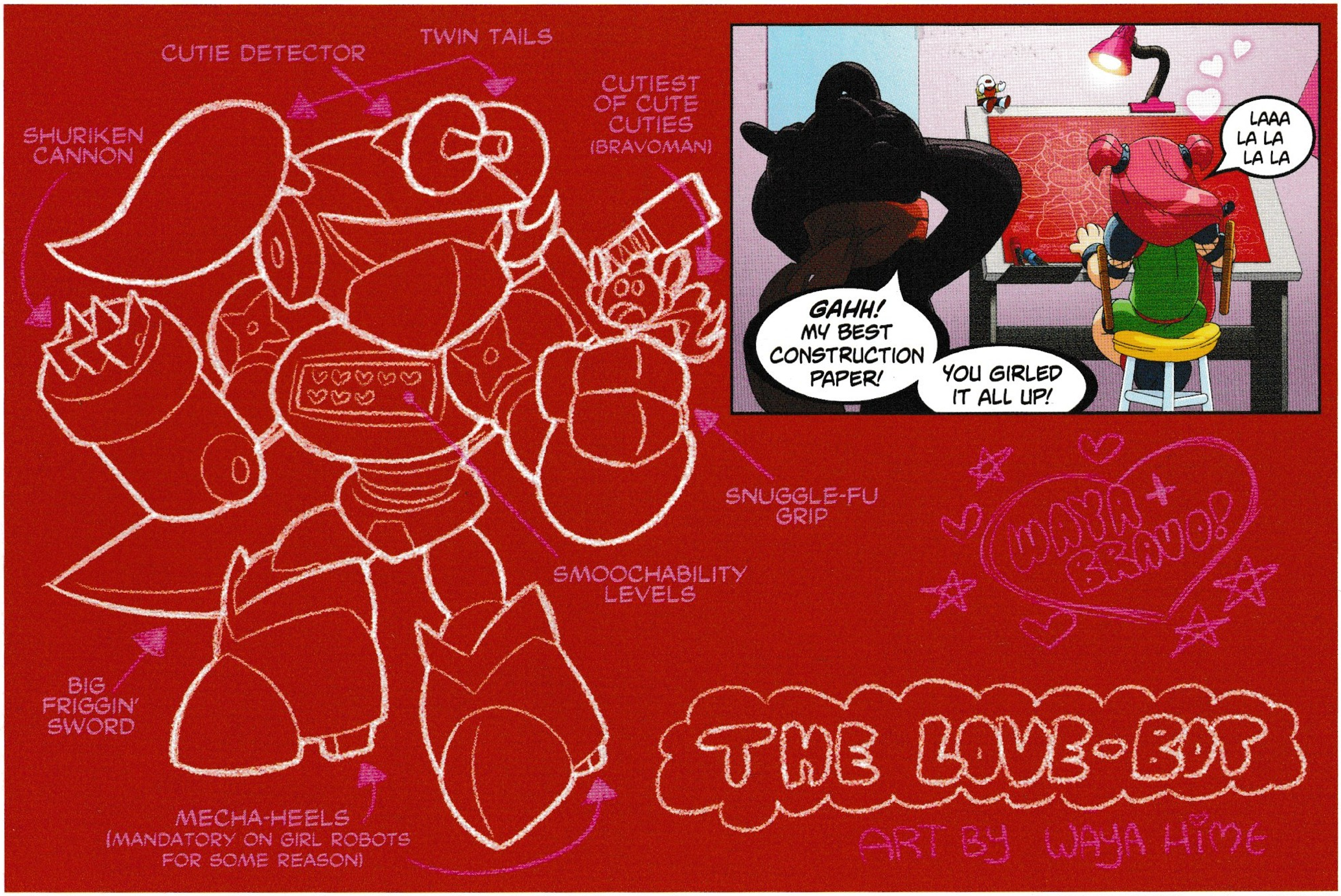

VERTICAL TRANSLATION VELOCITATOR
HARPOON
ME!
GRAPPLE HOOK
A.N.T.I.
FISHIN' HOOK
ANTIMATTER DEATH CANNON
MEGA-SIZE BEVERAGE HOLDER
P-1
PIGEON SCOUT-BOT
OPTIONAL HIPPO-LAUNCHER (FOR OBVIOUS SITUATIONS)
THE ANTI-MECH
ART BY ANTI-BRAVOMAN
HAH! I BET BRAVOMAN WOULD NEVER THINK TO PUT A HIPPO LAUNCHER ON HIS ROBOT.
ADVANTAGE: ANTI-BRAVO.

#104: ANTI-MECH - GUEST ART BY MATT MOYLAN DECEMBER 13, 2012

### COMMENTS

**MATT:** Another in a series of blueprints I provided guest artwork for. The optional hippo-launcher is probably my favorite accessory on this particular mech.

**DAX:** Fun.


CUTIE DETECTOR
TWIN TAILS
CUTIEST OF CUTE CUTIES (BRAVOMAN)
SHURIKEN CANNON
SNUGGLE-FU GRIP
SMOOCHABILITY LEVELS
BIG FRIGGIN' SWORD
MECHA-HEELS (MANDATORY ON GIRL ROBOTS FOR SOME REASON)
WAYA + BRAVO!
THE LOVE-BOT
ART BY WAYA HIME
LAAA LA LA LA LA
GAHH! MY BEST CONSTRUCTION PAPER!
YOU GIRLED IT ALL UP!

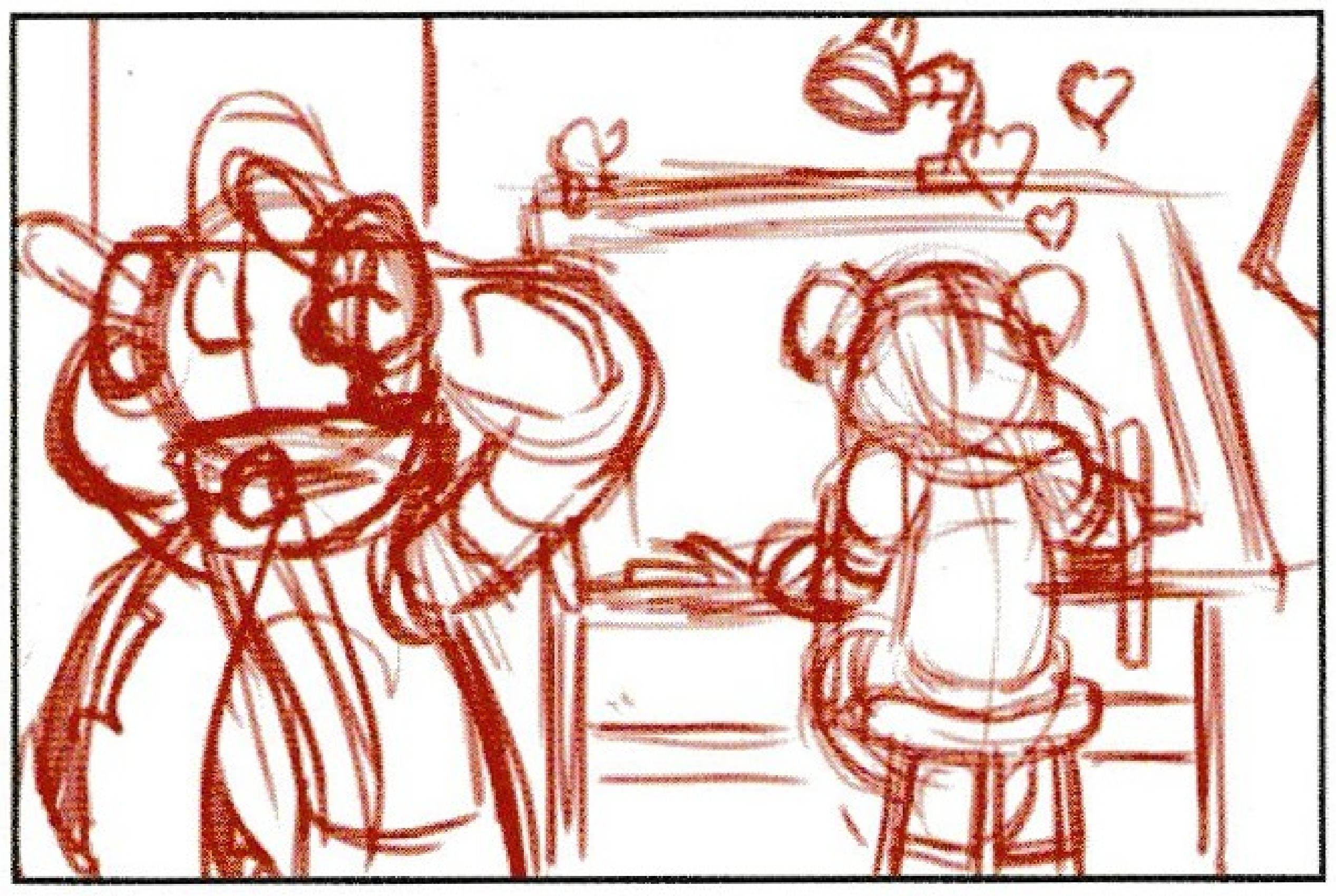
#105: LOVE-BOT - GUEST ART BY MATT MOYLAN

DECEMBER 16, 2012

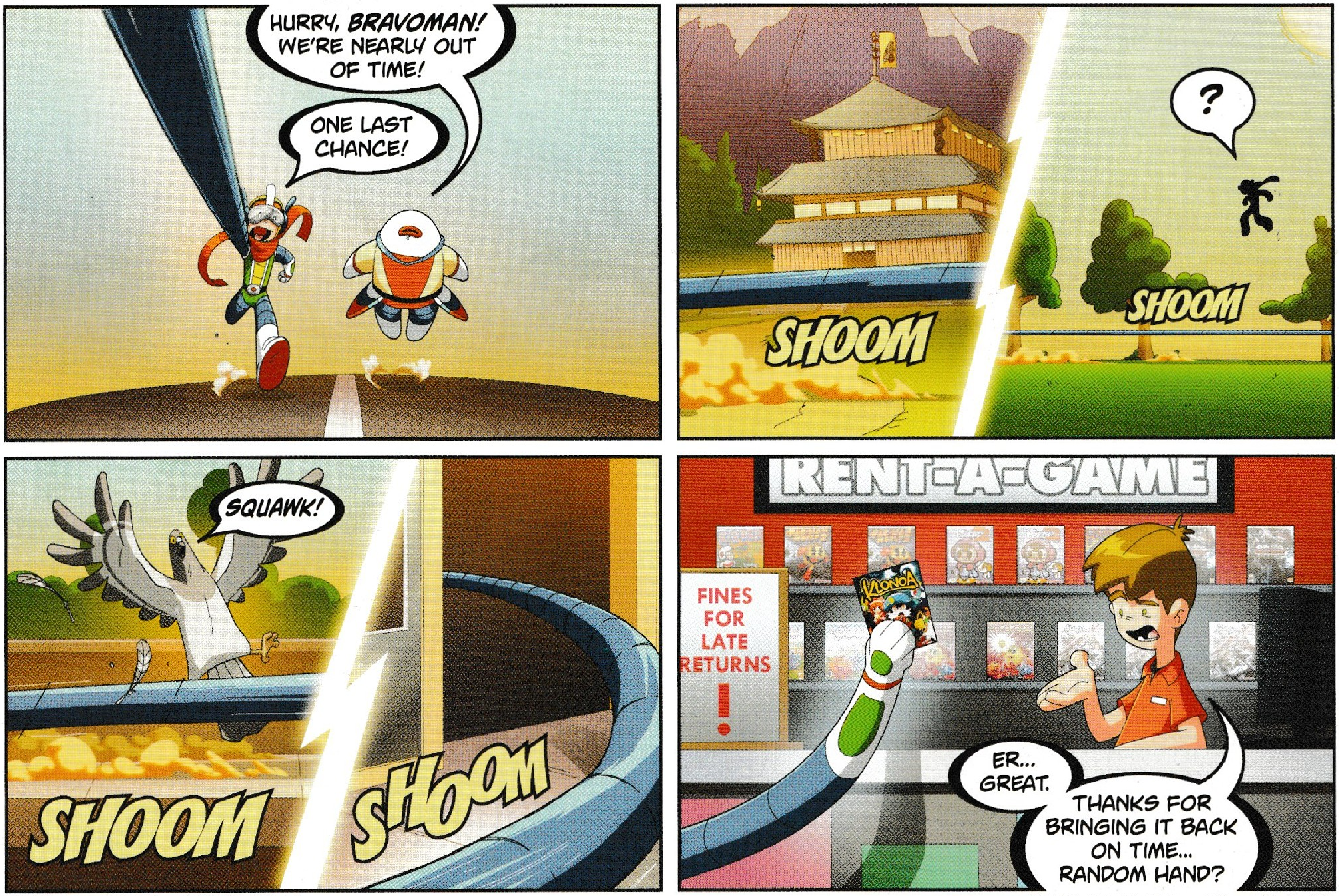
## COMMENTS

**MATT:** You shouldn't have left that pink crayon out where a girl could find it, A.B.

**DAX:** A.B. can't catch a break.



ROUGH LAYOUT


HURRY, BRAVOMAN! WE'RE NEARLY OUT OF TIME!
ONE LAST CHANCE!
?
SHOOM
SHOOM
SQUAWK!
SHOOM
SHOOM
RENT-A-GAME
FINES FOR LATE RETURNS !
KLONOA
ER... GREAT.
THANKS FOR BRINGING IT BACK ON TIME... RANDOM HAND?

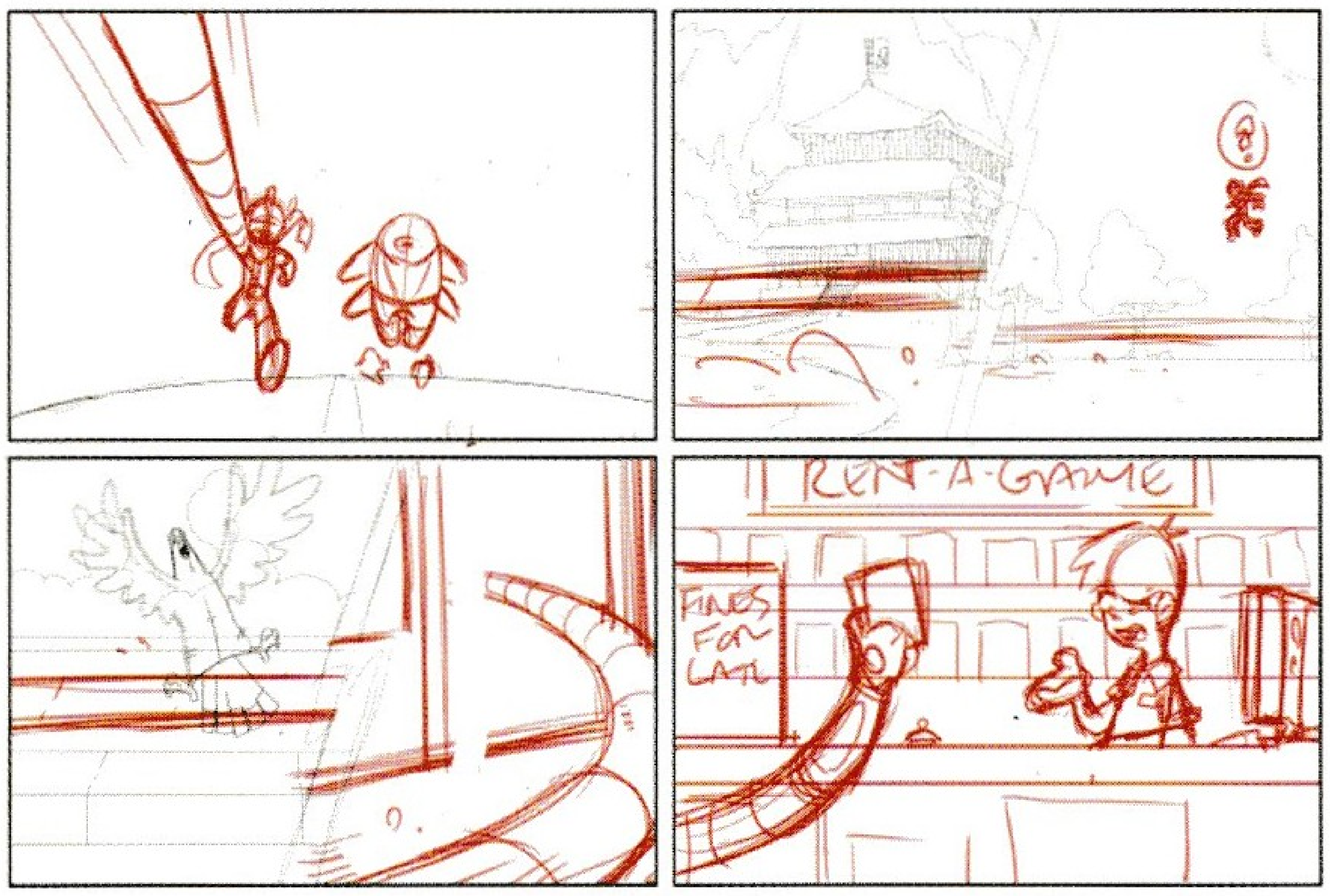
#106: THE RETURN

DECEMBER 19, 2012

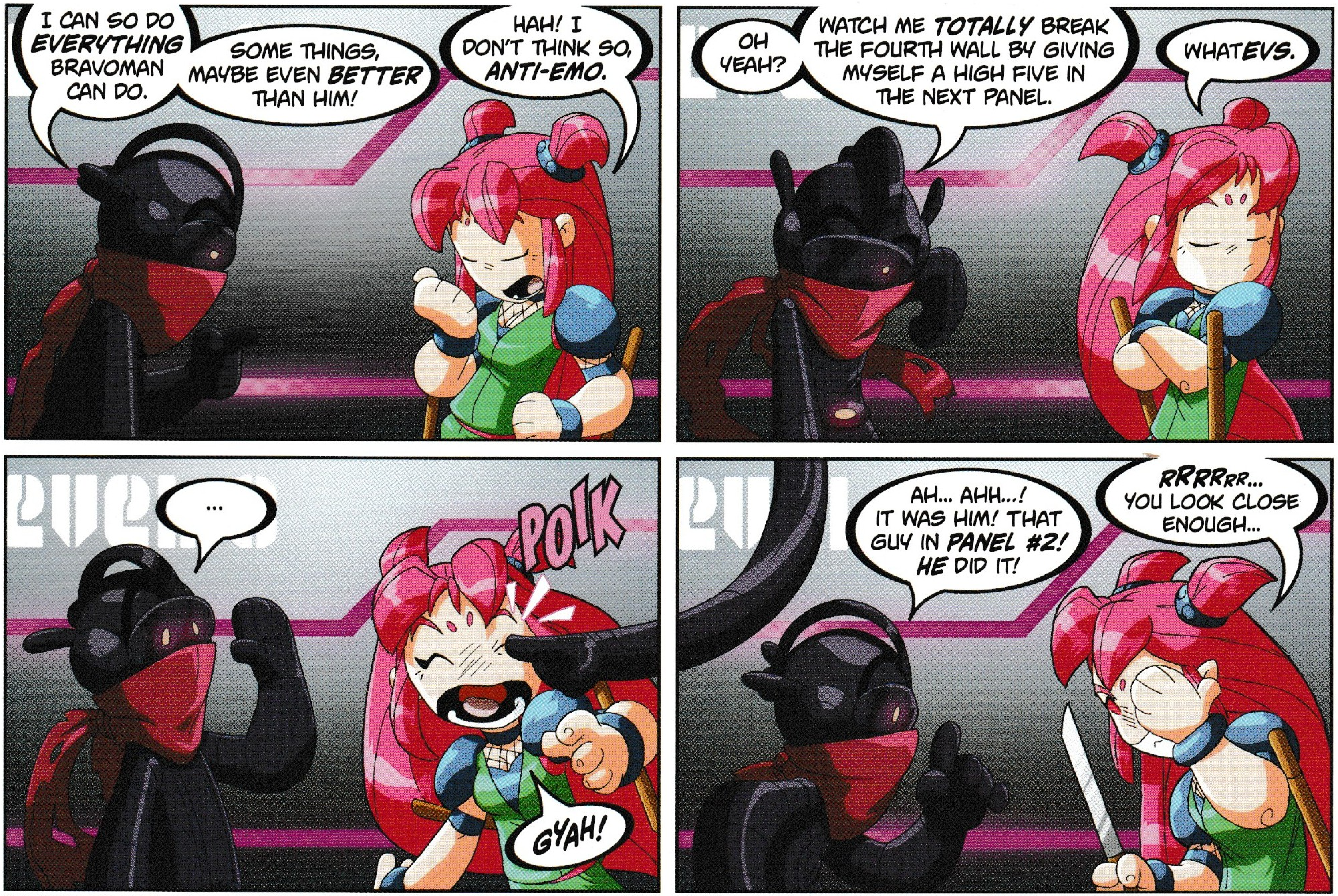
**COMMENTS**

**MATT:** Hey, that's *Klonoa*! Why would you EVER return it!?

**DAX:** First strip back from Japan! And a fun concept to do.


RENT-A-GAME
FINES FOR LATE

ROUGH LAYOUT


I CAN SO DO EVERYTHING BRAVOMAN CAN DO.
SOME THINGS, MAYBE EVEN BETTER THAN HIM!
HAH! I DON'T THINK SO, ANTI-EMO.
OH YEAH?
WATCH ME TOTALLY BREAK THE FOURTH WALL BY GIVING MYSELF A HIGH FIVE IN THE NEXT PANEL.
WHATEVS.
...
POIK
GYAH!
AH... AHH...! IT WAS HIM! THAT GUY IN PANEL #2! HE DID IT!
RRRRRR... YOU LOOK CLOSE ENOUGH...

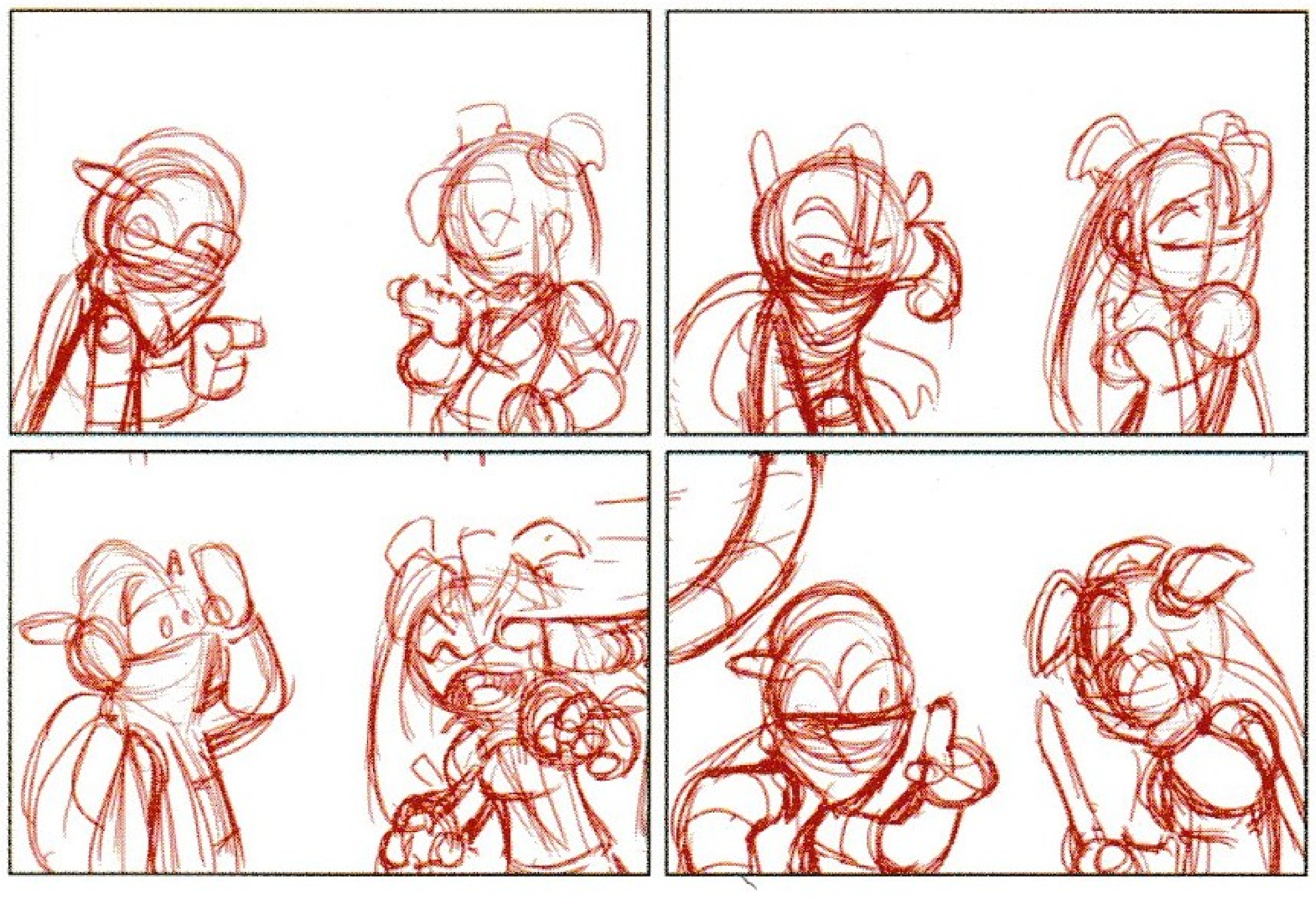
#107: ANTI-BRAGGING

DECEMBER 20, 2012

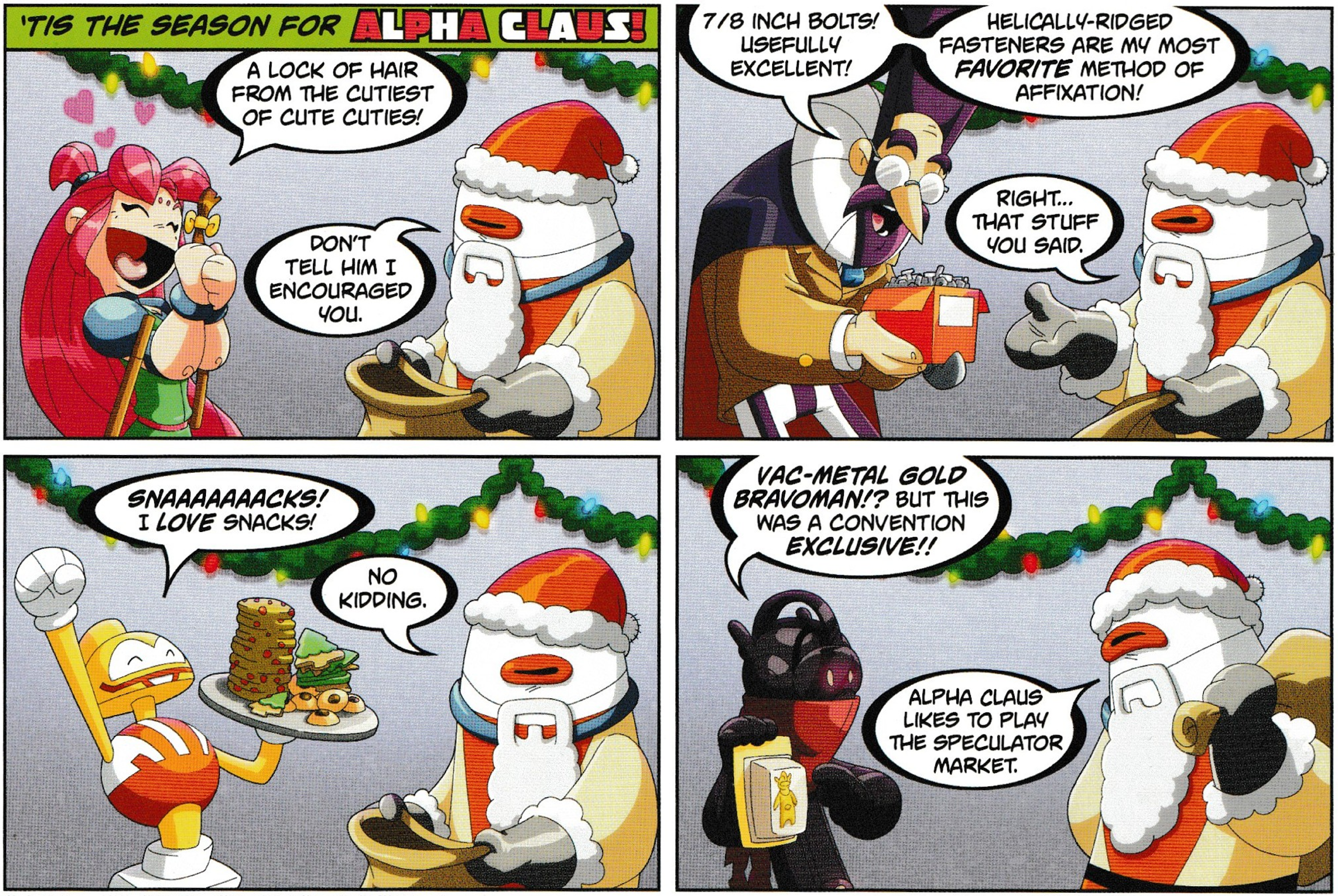
## COMMENTS

**MATT:** I really like this one; it grew so naturally from the strip where Bravoman defeats Zortan. Fourth wall-breaking, angry Waya Hime, Anti-Bravoman failing... it's got everything you could want from a *Bravoman* comic!

**DAX:** Waya's pose in panel one is just sooooo ***her***.



ROUGH LAYOUT


'TIS THE SEASON FOR ALPHA CLAUS!
A LOCK OF HAIR FROM THE CUTIEST OF CUTE CUTIES!
DON'T TELL HIM I ENCOURAGED YOU.
7/8 INCH BOLTS! USEFULLY EXCELLENT!
HELICALLY-RIDGED FASTENERS ARE MY MOST FAVORITE METHOD OF AFFIXATION!
RIGHT... THAT STUFF YOU SAID.
SNAAAAAAACKS! I LOVE SNACKS!
NO KIDDING.
VAC-METAL GOLD BRAVOMAN!? BUT THIS WAS A CONVENTION EXCLUSIVE!!
ALPHA CLAUS LIKES TO PLAY THE SPECULATOR MARKET.

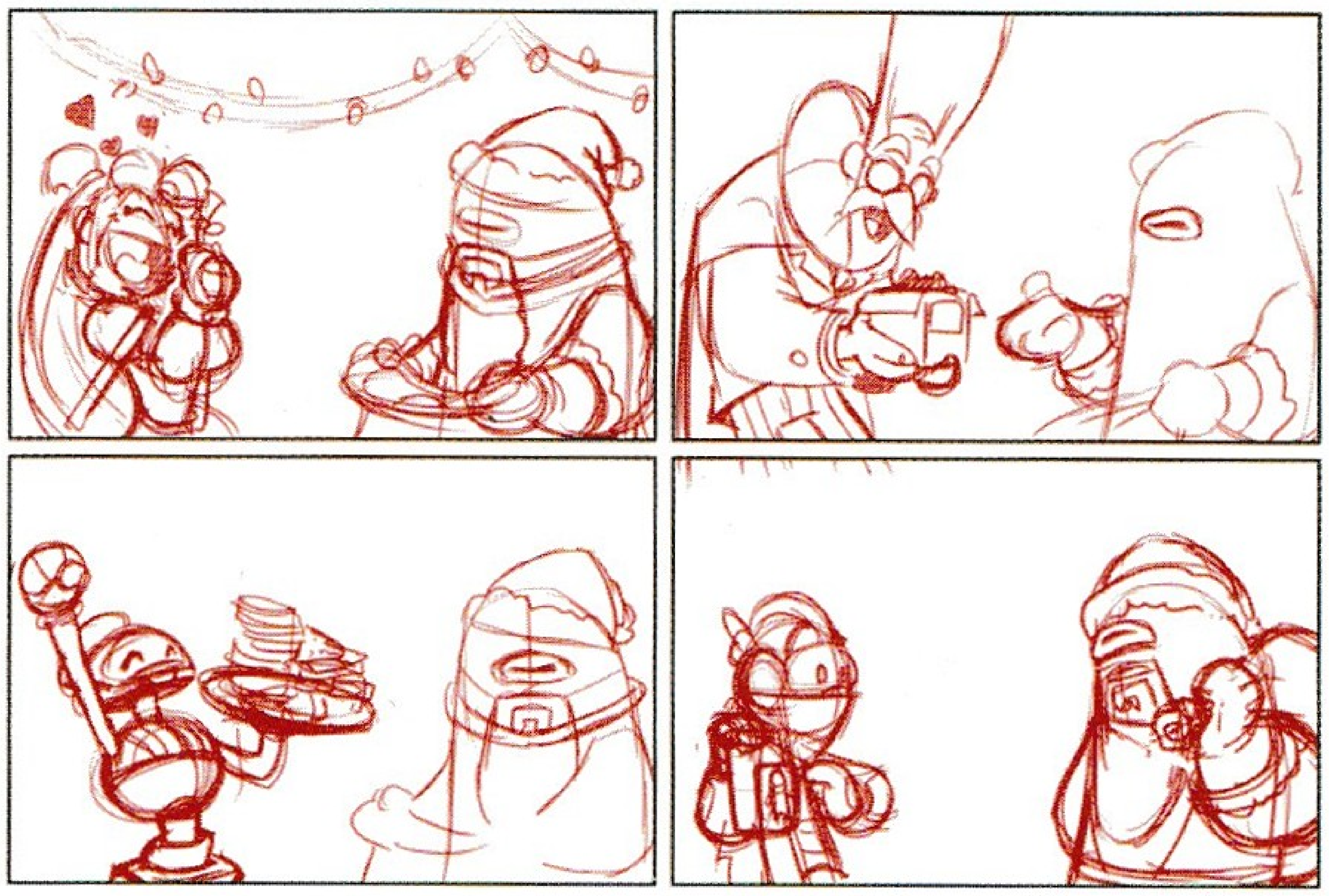
#108: ALPHA CLAUS PART 1

DECEMBER 23, 2012

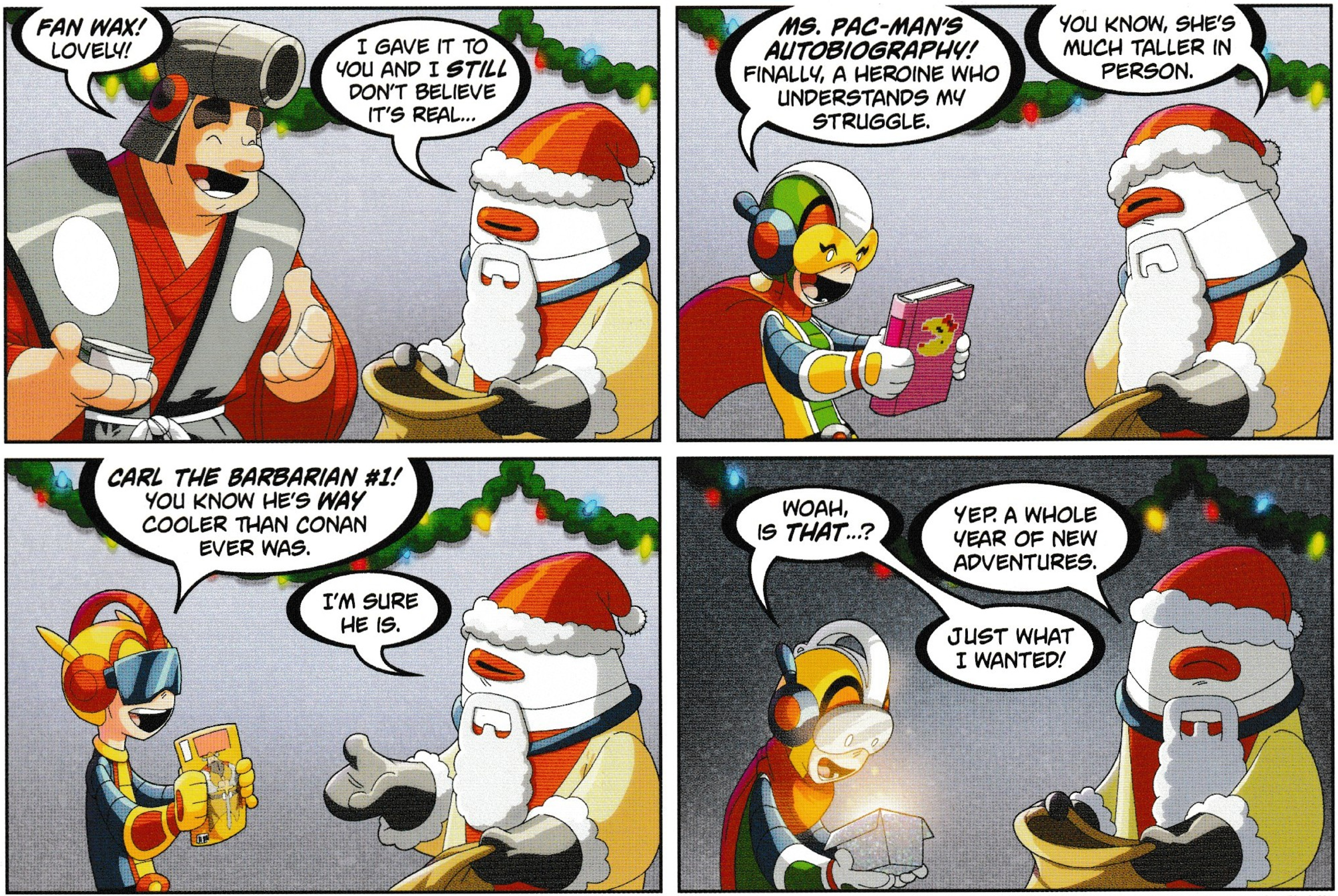
## COMMENTS

**MATT:** The X-mas strips were super fun to do too. Maybe we can keep them going each year by giving presents to the new characters.

**DAX:** It was a lot of fun to do the whole present thing. A great glimpse into everyone's character here.



ROUGH LAYOUT


FAN WAX! LOVELY!
I GAVE IT TO YOU AND I STILL DON'T BELIEVE IT'S REAL...
MS. PAC-MAN'S AUTOBIOGRAPHY! FINALLY, A HEROINE WHO UNDERSTANDS MY STRUGGLE.
YOU KNOW, SHE'S MUCH TALLER IN PERSON.
CARL THE BARBARIAN #1! YOU KNOW HE'S WAY COOLER THAN CONAN EVER WAS.
I'M SURE HE IS.
WOAH, IS THAT...?
YEP. A WHOLE YEAR OF NEW ADVENTURES.
JUST WHAT I WANTED!

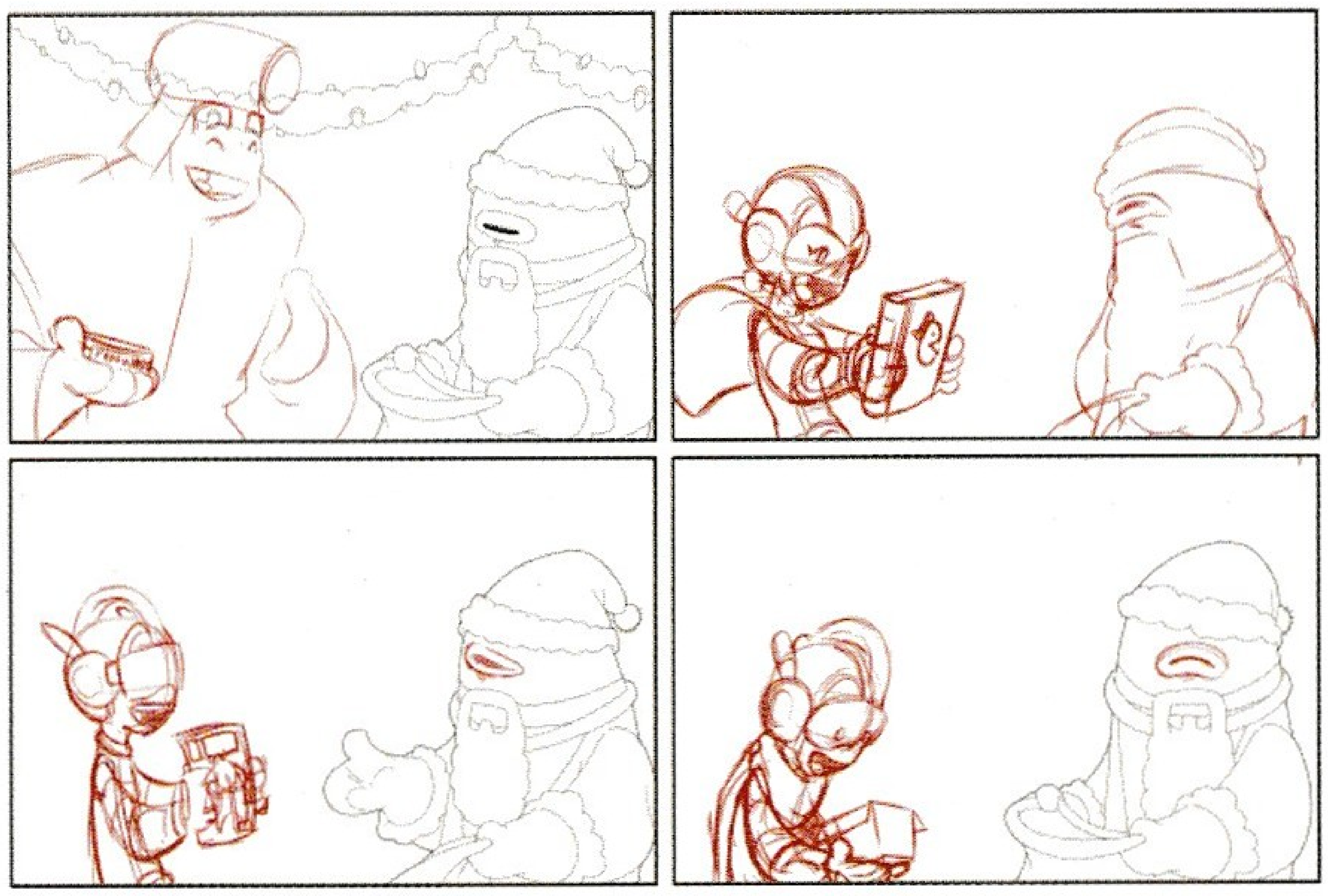
#103: ALPHA CLAUS PART 2

DECEMBER 25, 2012

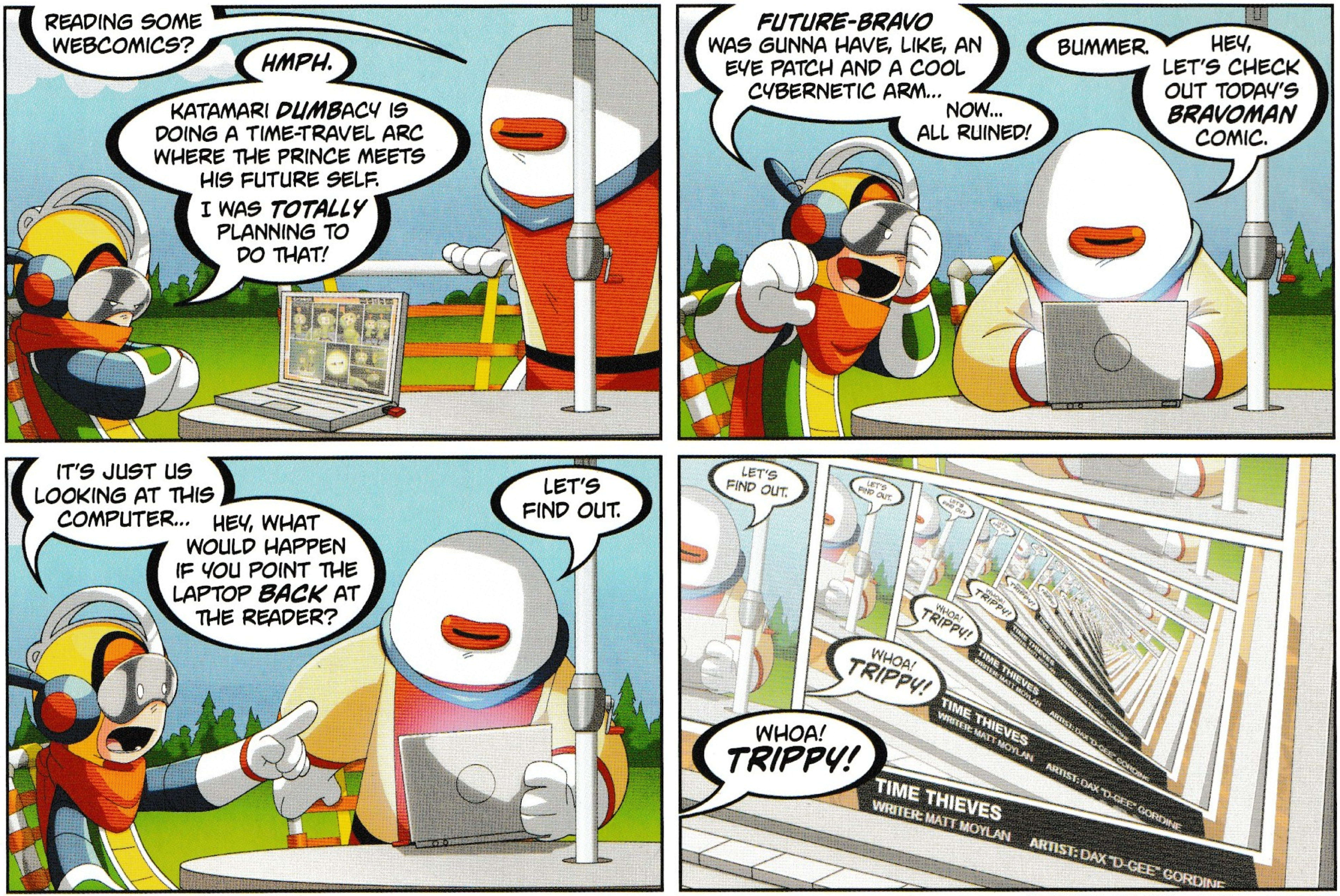
## COMMENTS

**MATT:** I'm coming to realize that between the webcomic and the animated series, we've made a LOT of *Pac-Man* references... like, seriously.

**DAX:** Nicely done, Matt... great ending. He doesn't just do comedy, folks!



ROUGH LAYOUT


READING SOME WEBCOMICS?
HMPH.
KATAMARI *DUMBACY* IS DOING A TIME-TRAVEL ARC WHERE THE PRINCE MEETS HIS FUTURE SELF.
I WAS *TOTALLY* PLANNING TO DO THAT!
*FUTURE-BRAVO* WAS GUNNA HAVE, LIKE, AN EYE PATCH AND A COOL CYBERNETIC ARM...
NOW... ALL RUINED!
BUMMER.
HEY, LET'S CHECK OUT TODAY'S *BRAVOMAN* COMIC.
IT'S JUST US LOOKING AT THIS COMPUTER...
HEY, WHAT WOULD HAPPEN IF YOU POINT THE LAPTOP *BACK* AT THE READER?
LET'S FIND OUT.
LET'S FIND OUT.
WHOA! *TRIPPY!*
TIME THIEVES
WRITER: MATT MOYLAN
ARTIST: DAX "D-GEE" GORDINE

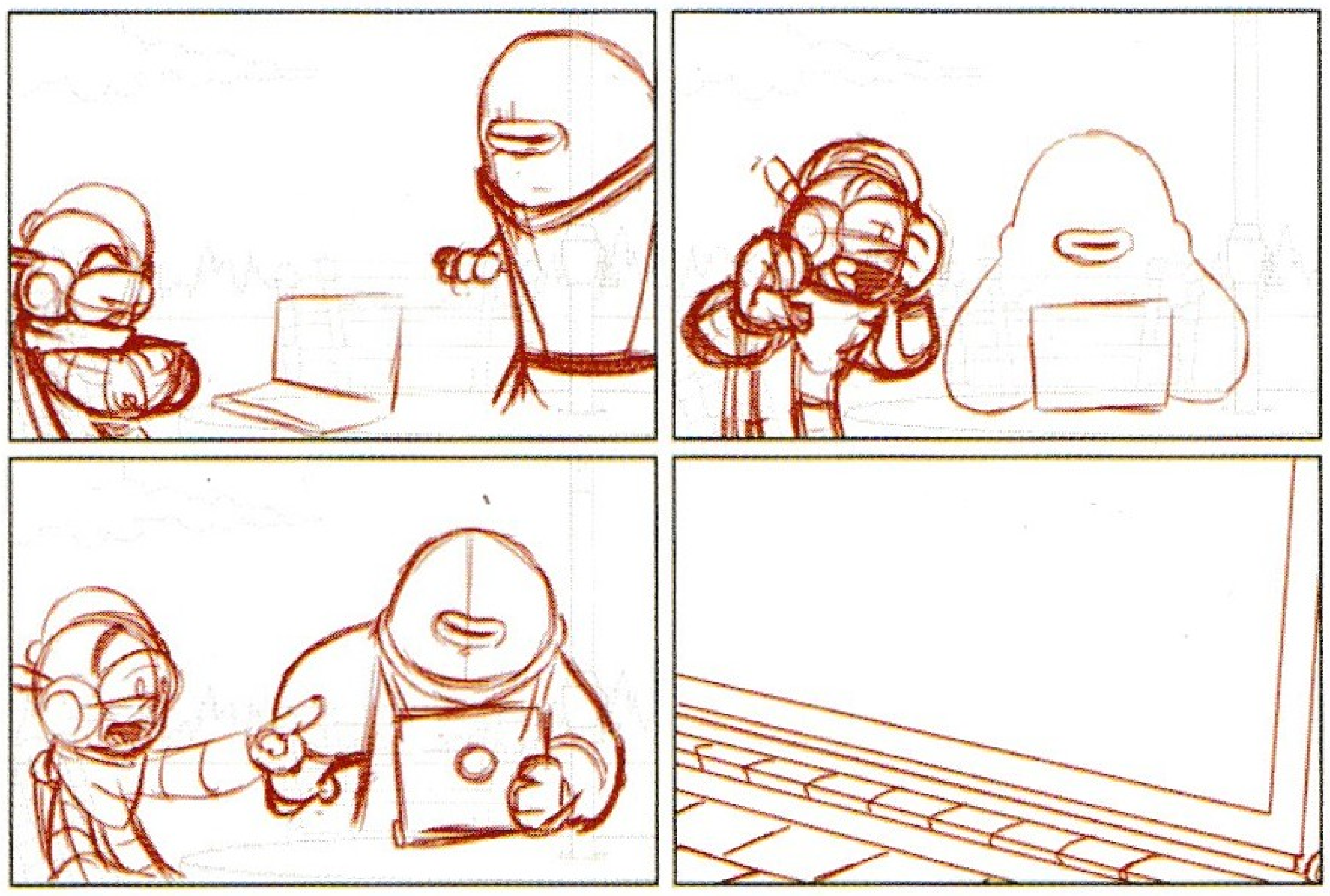
#110: TIME THIEVES

DECEMBER 27, 2012

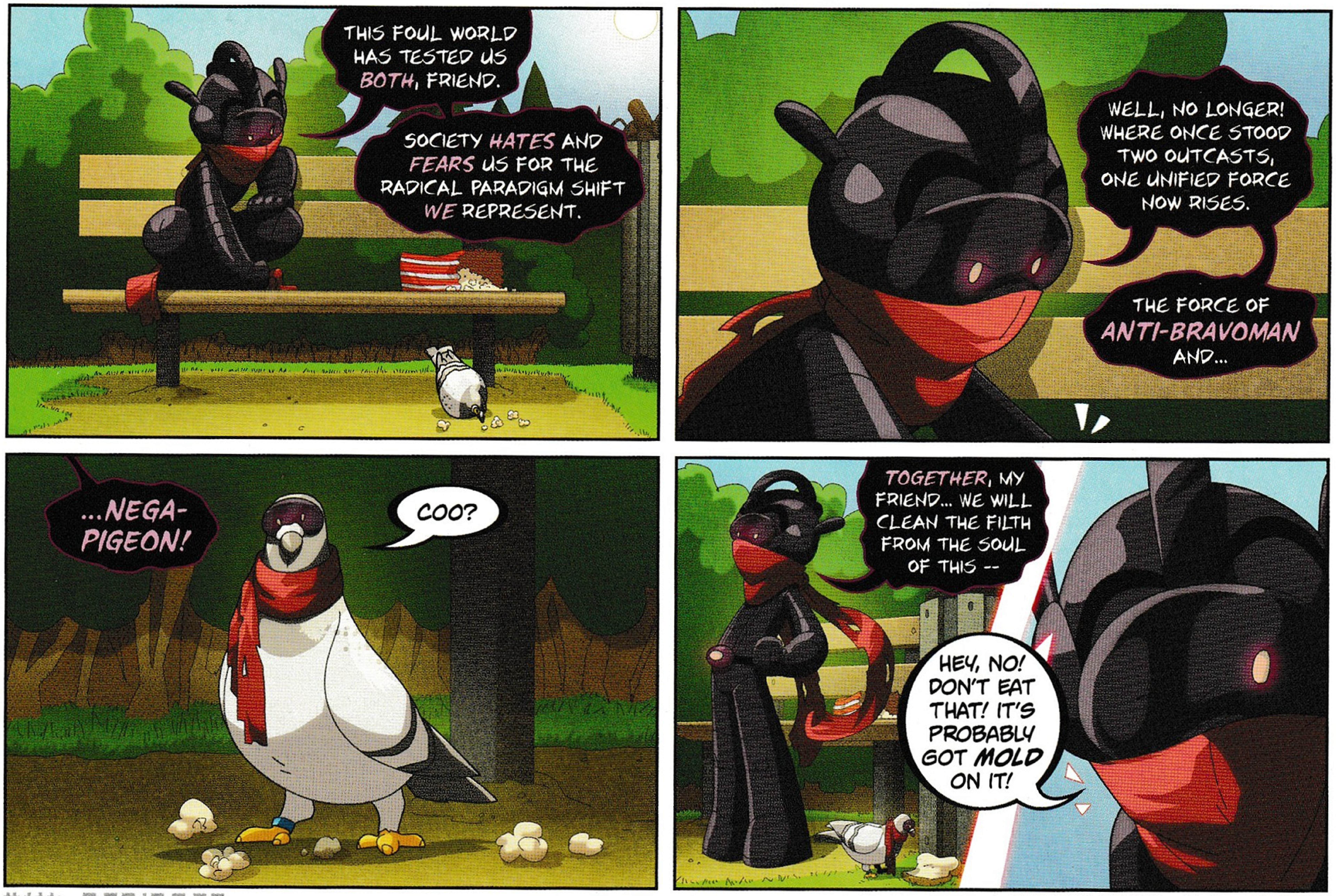
## COMMENTS

**MATT:** This might be my favorite strip, partly because I like how the last panel turned out. I don't think I have seen that particular visual gag done before in comics. But also, the *Katamari* guys beating us to the punch on doing a time travel story is totally true! Darn you, Buttersafe! *shakes fists threateningly* If you don't know, *Katamari* is another ShiftyLook webcomic created by the dynamic duo of Alex Culang and Ray Castro (collectively known as Buttersafe). I hope they read this, or else all that fist-shaking will have been really pointless.

**DAX:** Characters in the webcomic reading their own webcomic... madness! But awesome.



ROUGH LAYOUT


THIS FOUL WORLD HAS TESTED US BOTH, FRIEND.
SOCIETY HATES AND FEARS US FOR THE RADICAL PARADIGM SHIFT WE REPRESENT.
WELL, NO LONGER! WHERE ONCE STOOD TWO OUTCASTS, ONE UNIFIED FORCE NOW RISES.
THE FORCE OF ANTI-BRAVOMAN AND...
...NEGA-PIGEON!
COO?
TOGETHER, MY FRIEND... WE WILL CLEAN THE FILTH FROM THE SOUL OF THIS --
HEY, NO! DON'T EAT THAT! IT'S PROBABLY GOT MOLD ON IT!

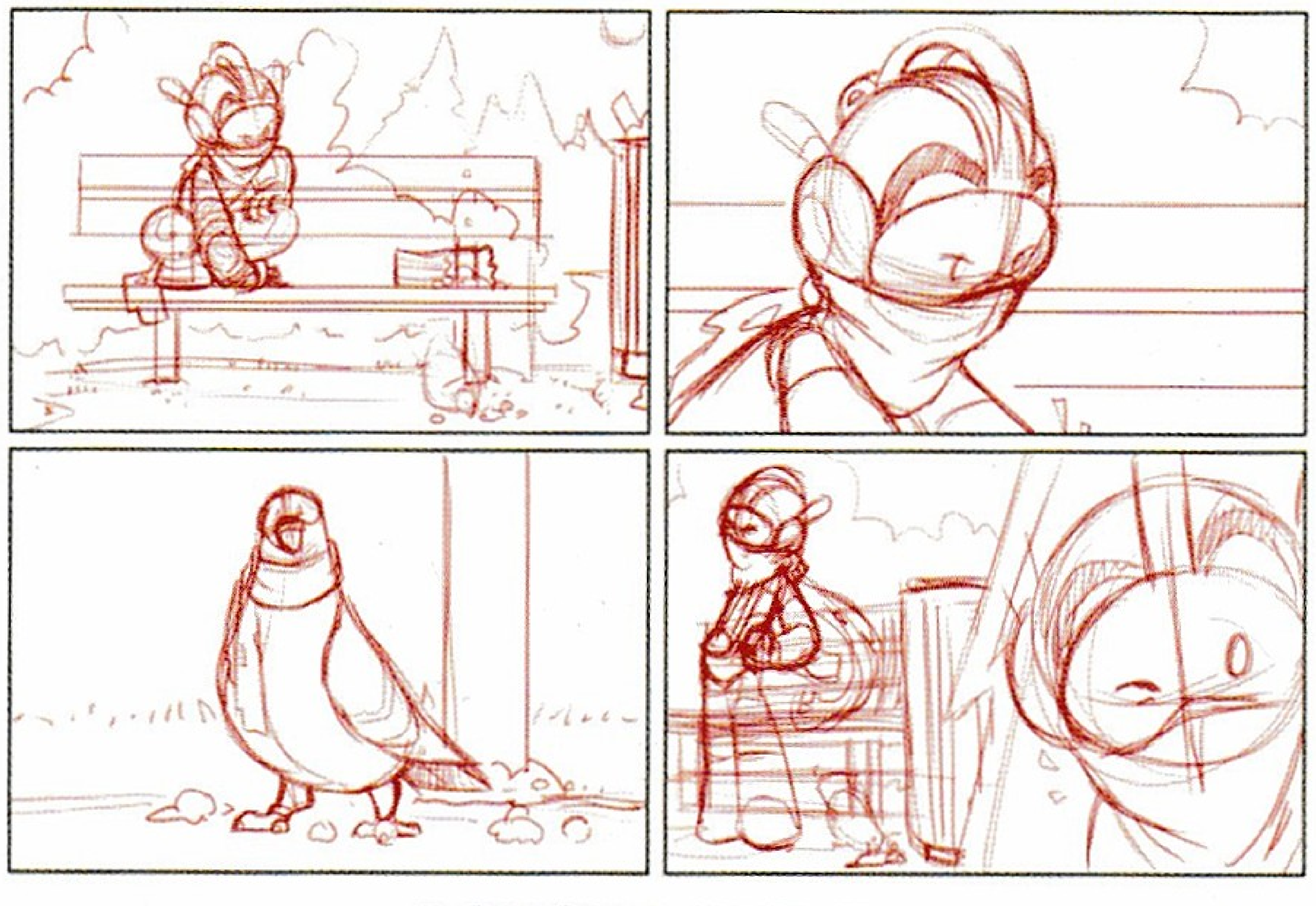
#111: REBIRDED

DECEMBER 29, 2012

## COMMENTS

**MATT:** Nega-Pigeon is the best character ever. He doesn't do ANYthing. He just hangs around Anti-Bravoman and acts like a pigeon. And people love him. Awesome.

**DAX:** Remember this little guy? Well, 100 or so strips later, Nega-Pigeon is born! We listened to fans; the proof is in the pigeon.



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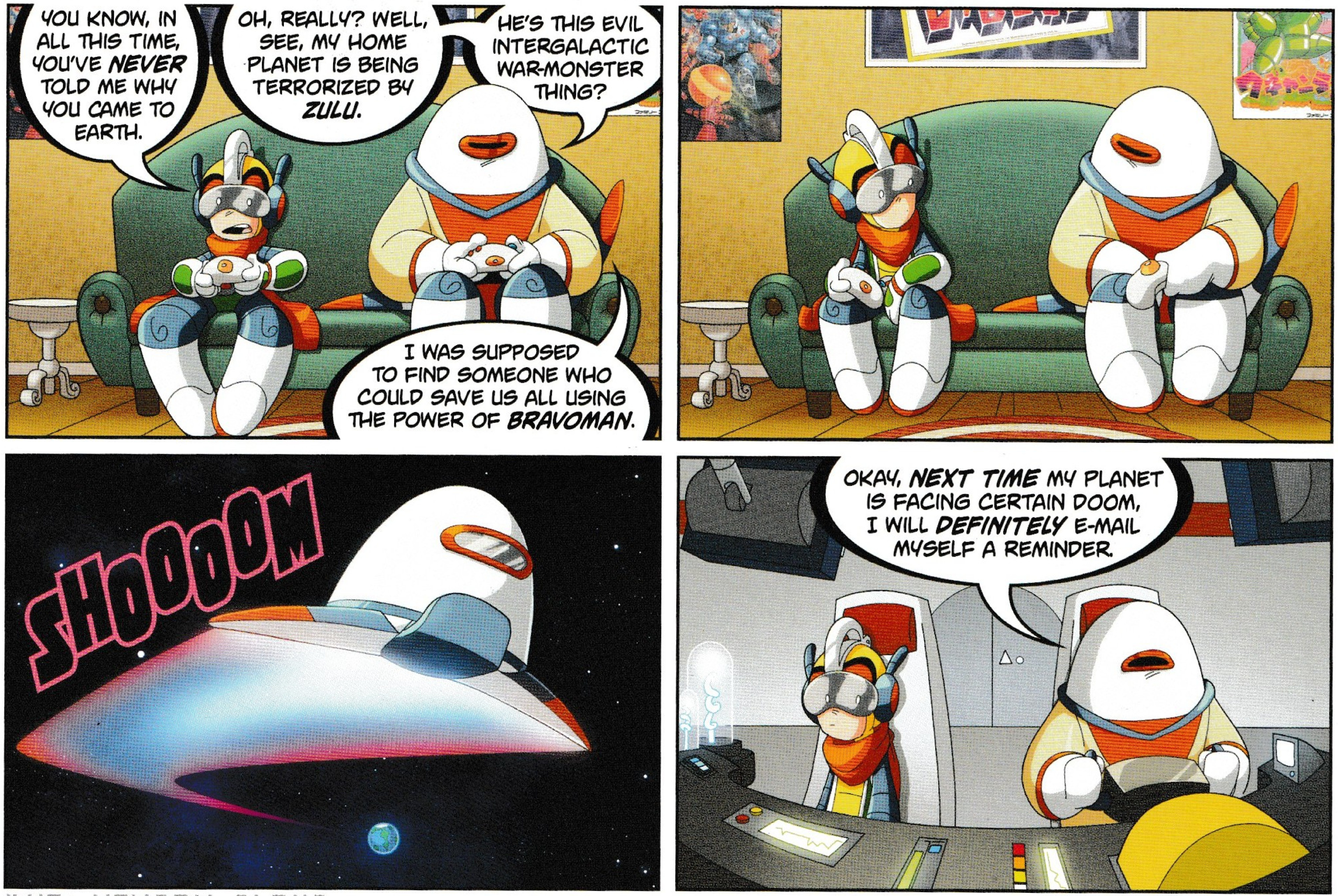

YOU KNOW, IN ALL THIS TIME, YOU'VE *NEVER* TOLD ME WHY YOU CAME TO EARTH.
OH, REALLY? WELL, SEE, MY HOME PLANET IS BEING TERRORIZED BY *ZULU*.
HE'S THIS EVIL INTERGALACTIC WAR-MONSTER THING?
I WAS SUPPOSED TO FIND SOMEONE WHO COULD SAVE US ALL USING THE POWER OF *BRAVOMAN*.
SHOOOOM
OKAY, *NEXT TIME* MY PLANET IS FACING CERTAIN DOOM, I WILL *DEFINITELY* E-MAIL MYSELF A REMINDER.

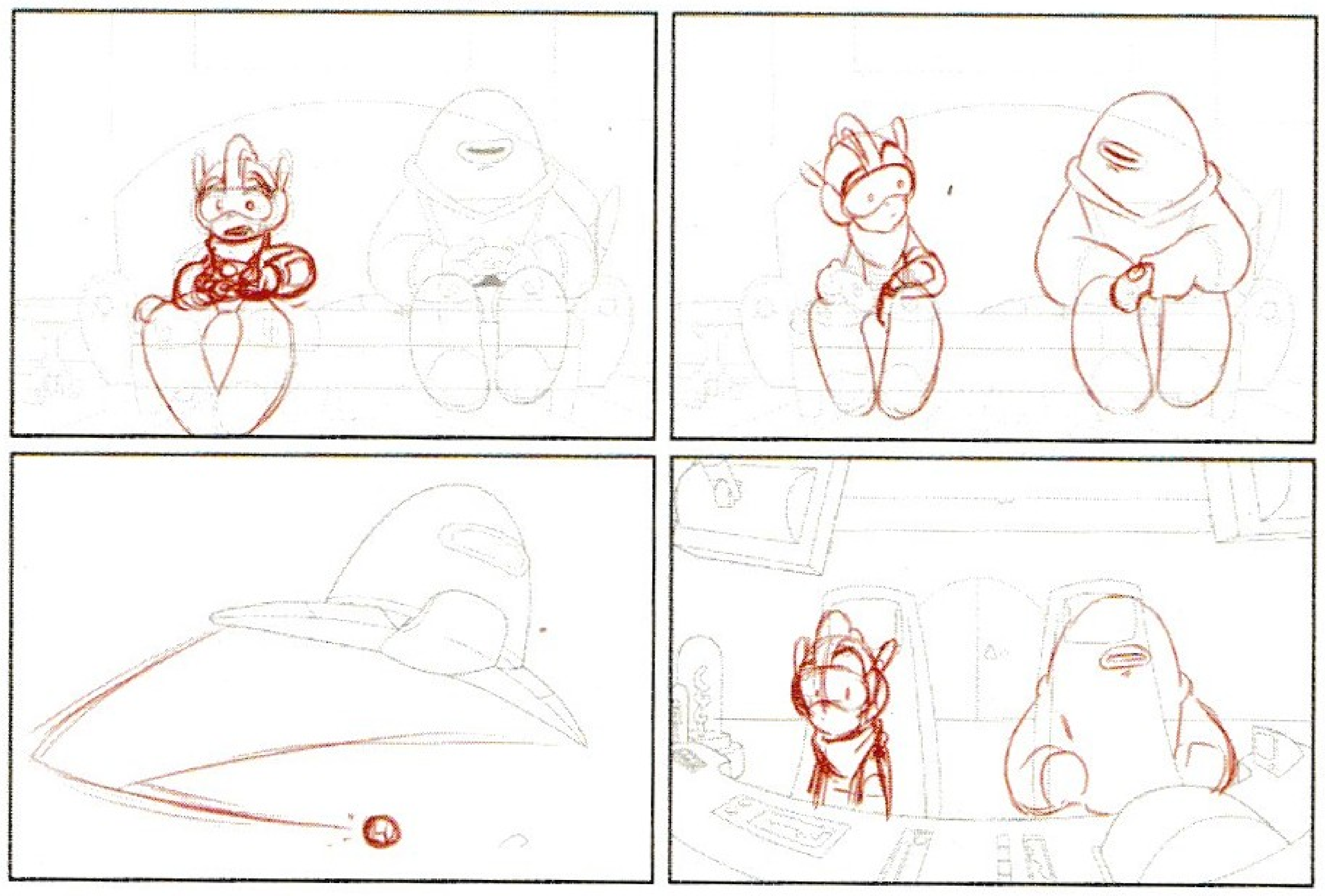
#112: MEMORY ALPHA

JANUARY 01, 2013

## COMMENTS

**MATT:** This is totally one of those ideas that came out of a random thought popping into my head. "Why IS Alpha just goofing off on Earth playing video games with Bravoman? Doesn't he have anything better to do?" Oh, I guess maybe he does...

**DAX:** When I got the scripts for this arc, I laughed out loud. I'm a huge fan of the ***take*** - or pausing for a ***beat*** - in comedic situations. This was absolutely one of those times for me. I had a blast drawing panel two.



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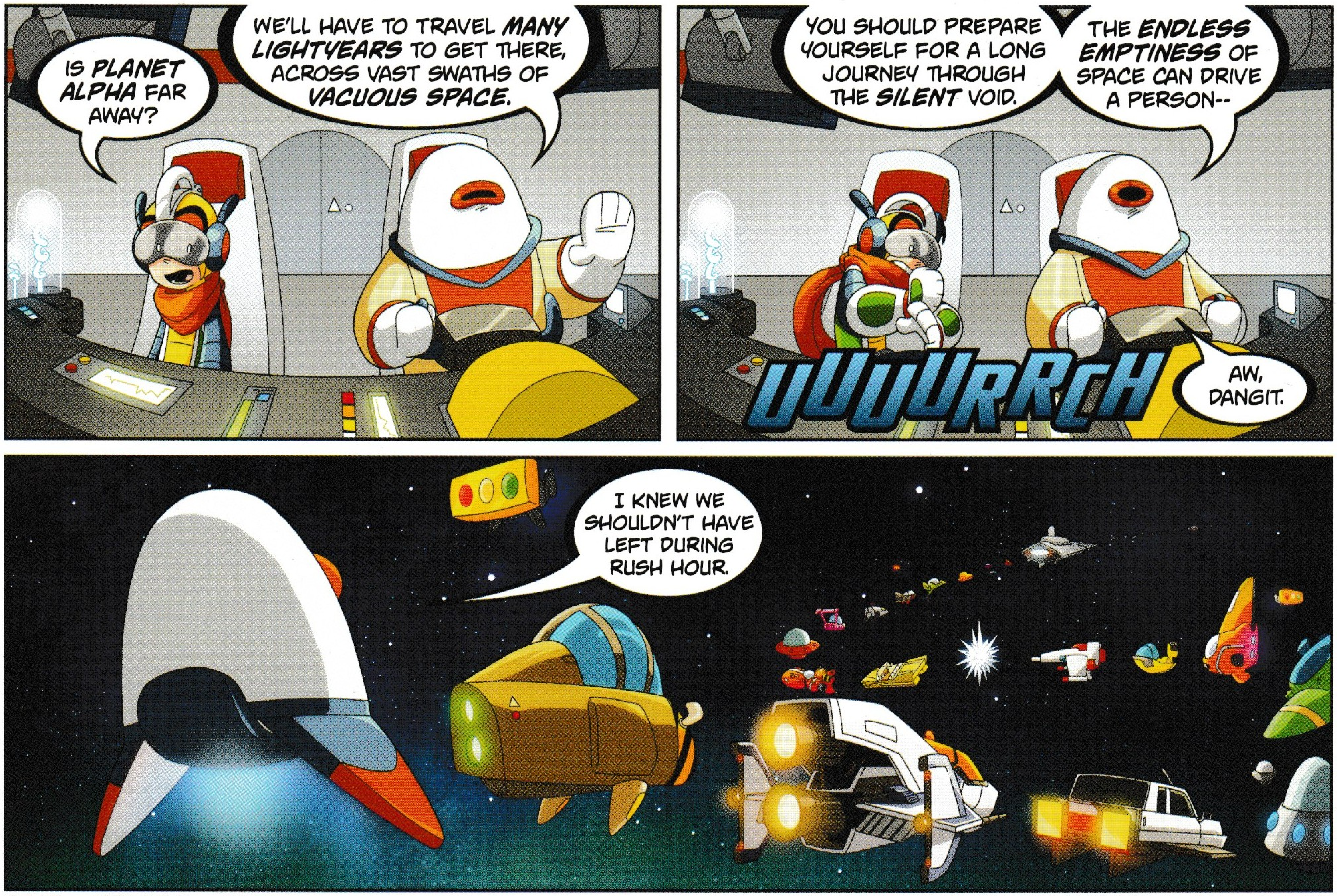

IS PLANET ALPHA FAR AWAY?
WE'LL HAVE TO TRAVEL MANY LIGHTYEARS TO GET THERE, ACROSS VAST SWATHS OF VACUOUS SPACE.
YOU SHOULD PREPARE YOURSELF FOR A LONG JOURNEY THROUGH THE SILENT VOID.
THE ENDLESS EMPTINESS OF SPACE CAN DRIVE A PERSON--
UUUURRCH
AW, DANGIT.
I KNEW WE SHOULDN'T HAVE LEFT DURING RUSH HOUR.

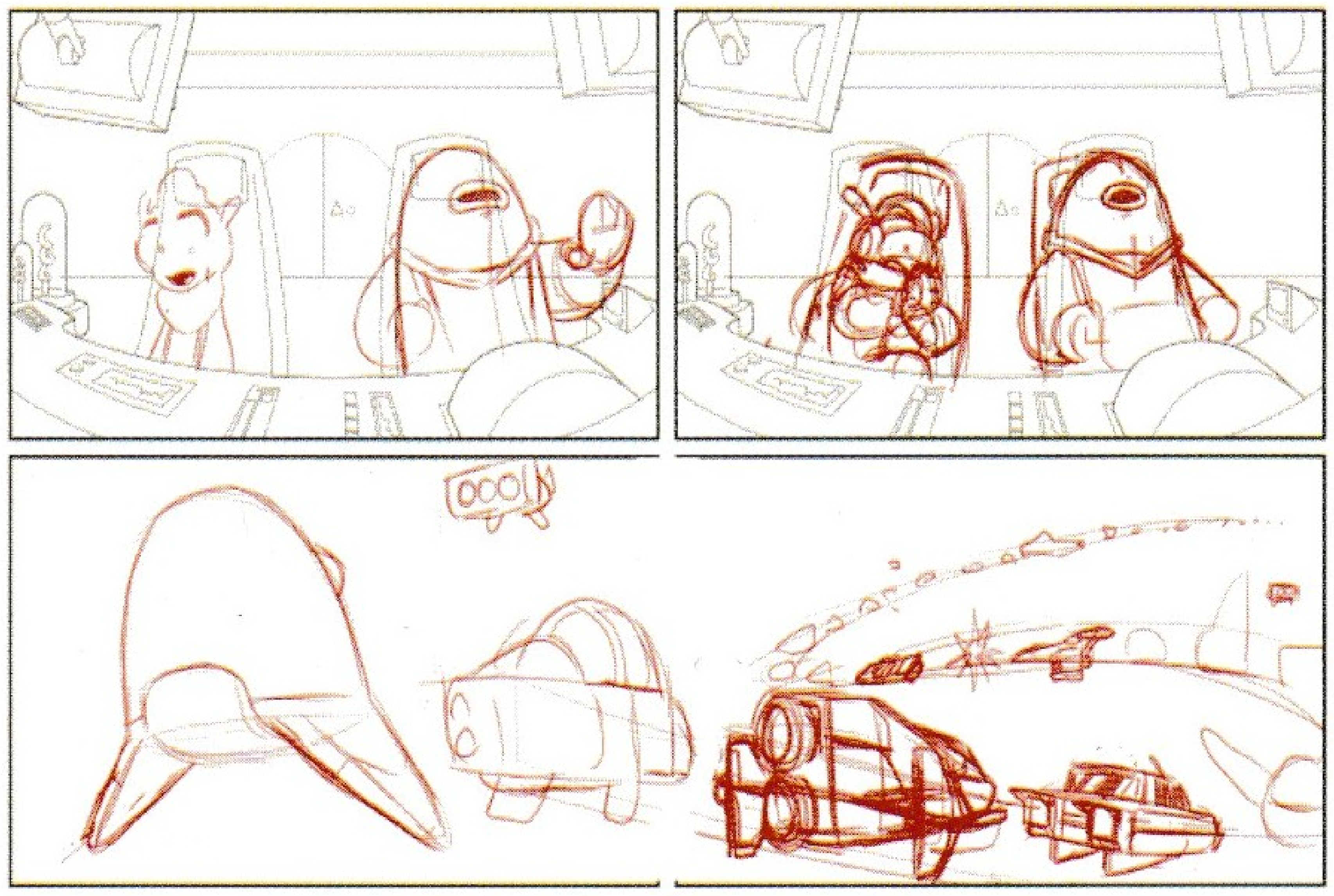
#113: SPACE JAM

JANUARY 03, 2013

## COMMENTS

**MATT:** The traffic line in space. Such a *Jetsons* joke. Do kids still know what *The Jetsons* is? (Honestly, even I shouldn't really know what *The Jetsons* is...)

**DAX:** Originally I hated the thought of this strip, you know... all the spaceships and such... but in the end, I rather like how it turned out! I also think there are seven cameo ships in the traffic, can you spot 'em all?



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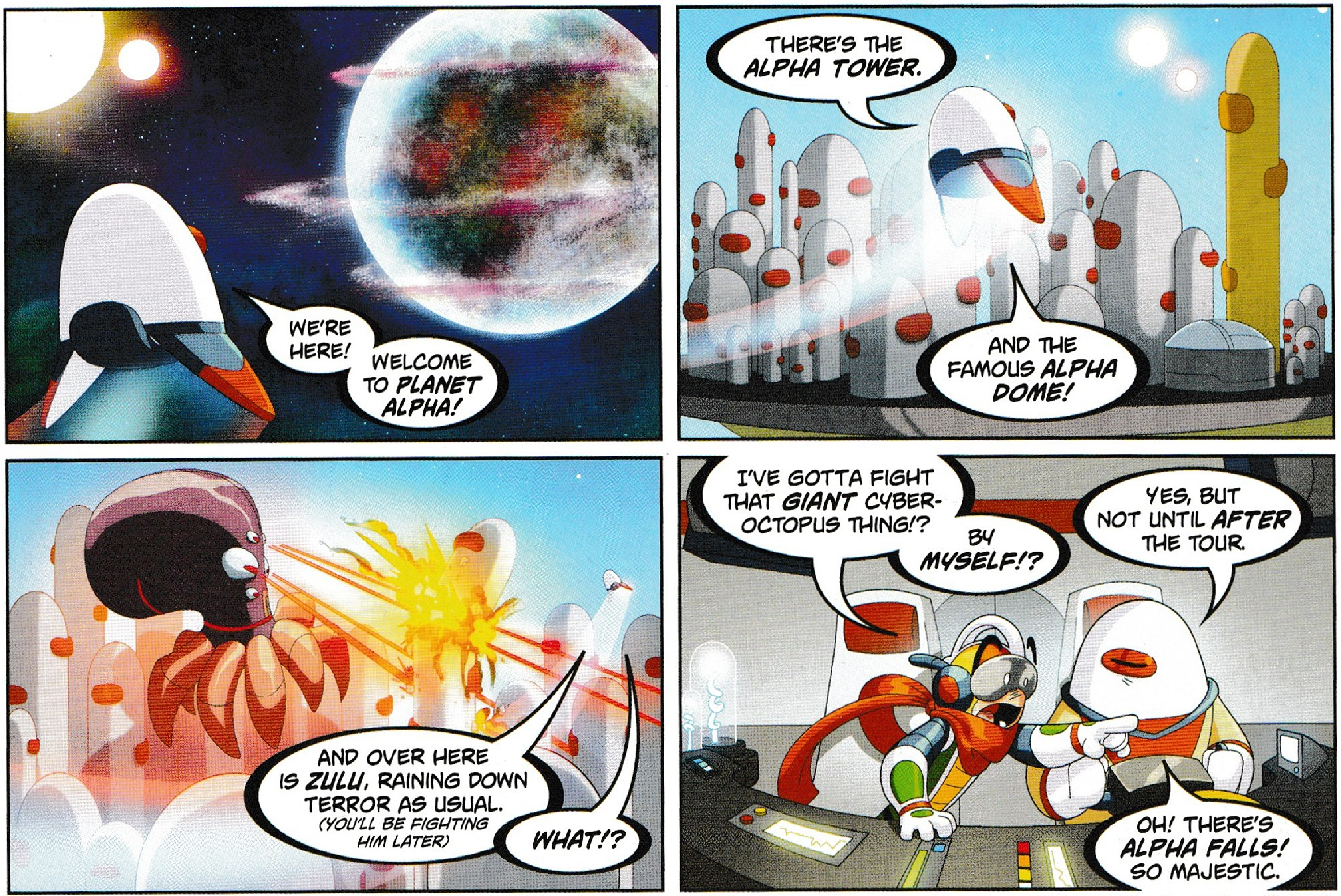

WE'RE HERE!
WELCOME TO PLANET ALPHA!
THERE'S THE ALPHA TOWER.
AND THE FAMOUS ALPHA DOME!
AND OVER HERE IS ZULU, RAINING DOWN TERROR AS USUAL. (YOU'LL BE FIGHTING HIM LATER)
WHAT!?
I'VE GOTTA FIGHT THAT GIANT CYBER-OCTOPUS THING!?
BY MYSELF!?
YES, BUT NOT UNTIL AFTER THE TOUR.
OH! THERE'S ALPHA FALLS! SO MAJESTIC.

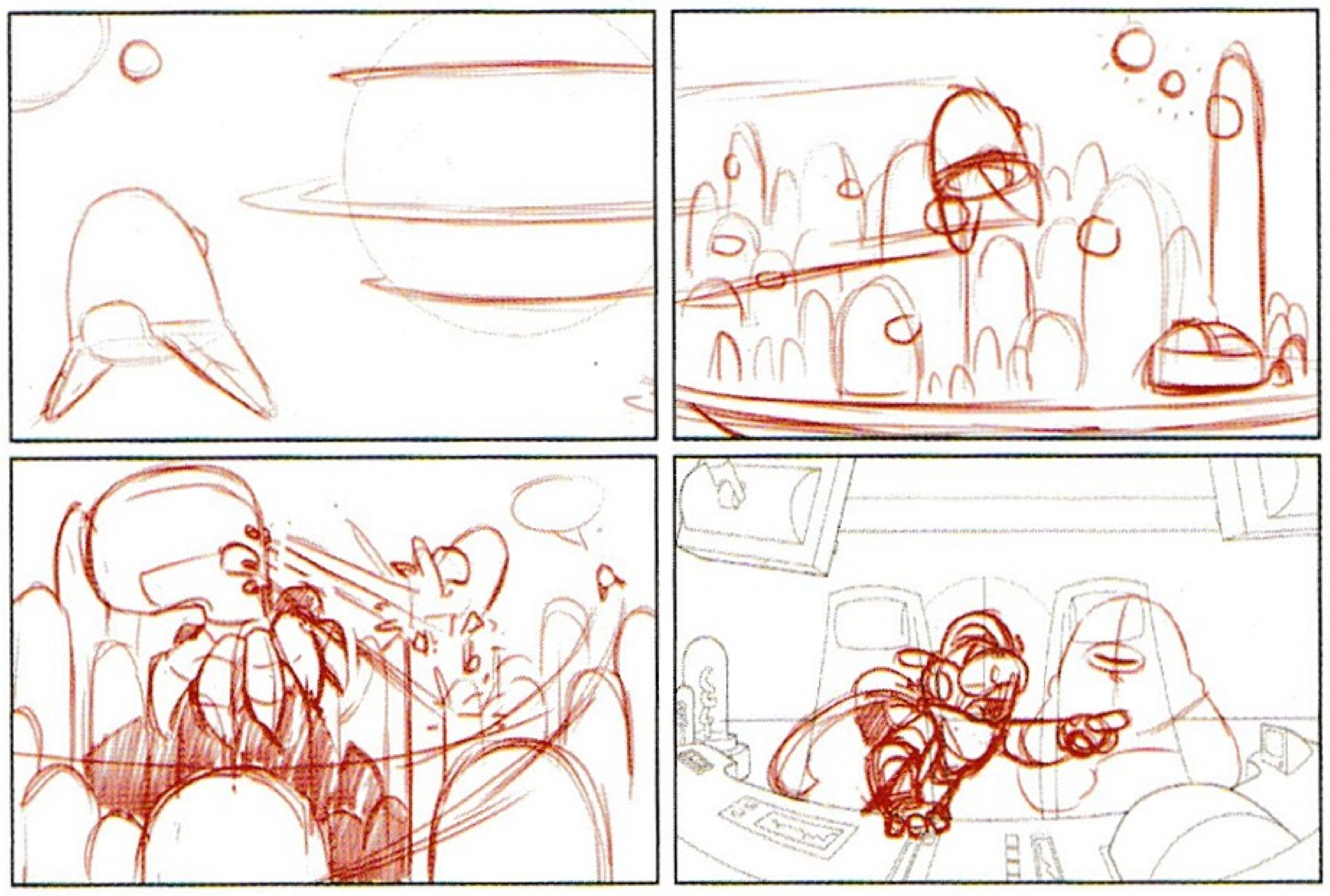
#114: WELCOME TO PLANET ALPHA

JANUARY 05, 2013

## COMMENTS

**MATT:** The Alpha Tower/Alpha Dome is a super-hidden reference to the city of Toronto, where I've lived for over ten years now. We don't have any giant cyber-octopuses, though, as far as I know.

**DAX:** Planet Alpha was fun and simplistic, which was great because I really enjoy letting the characters take center stage in all my work. Matt has definitely over time found a way to write that into these scripts very effectively.



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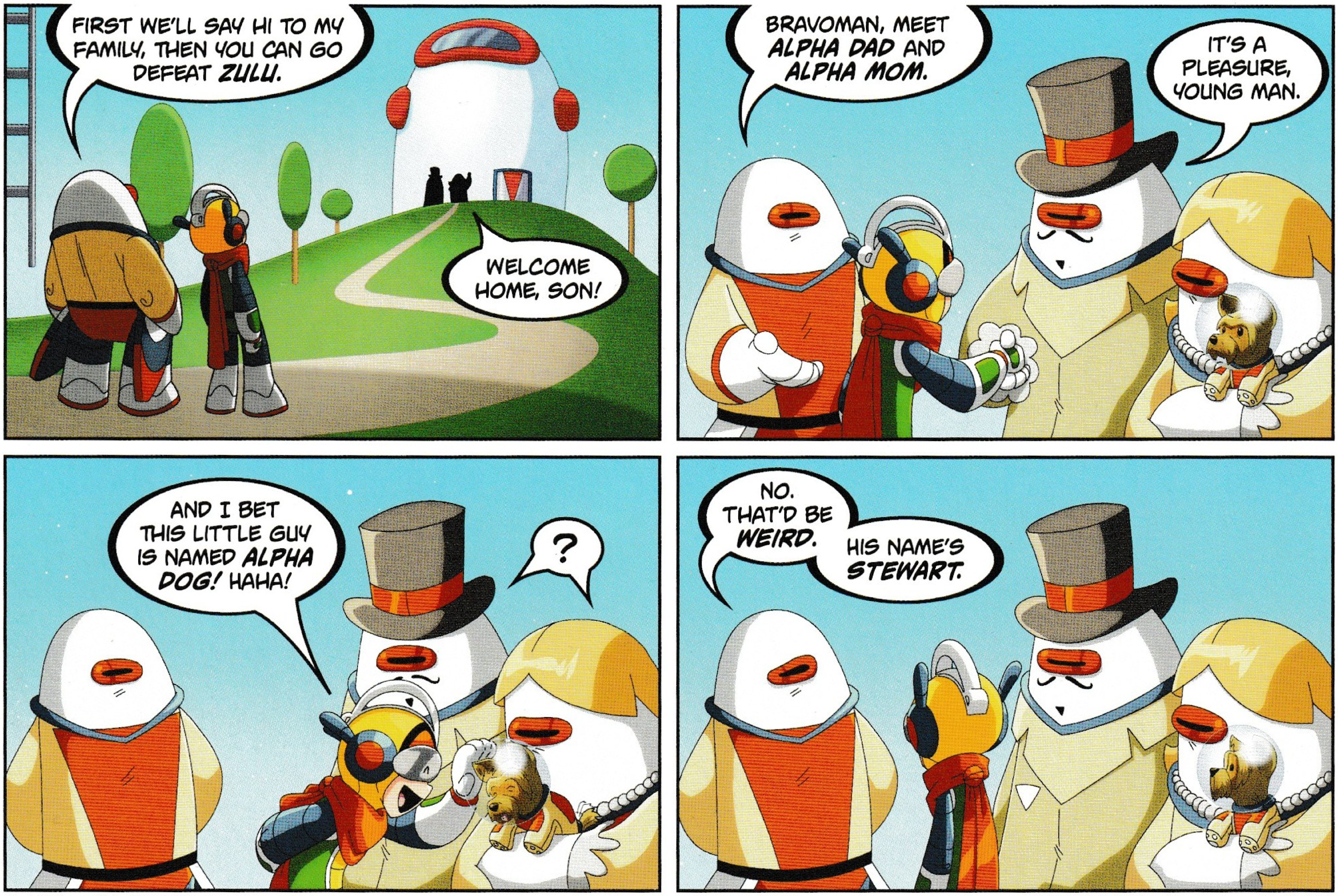

FIRST WE'LL SAY HI TO MY FAMILY, THEN YOU CAN GO DEFEAT ZULU.
WELCOME HOME, SON!
BRAVOMAN, MEET ALPHA DAD AND ALPHA MOM.
IT'S A PLEASURE, YOUNG MAN.
AND I BET THIS LITTLE GUY IS NAMED ALPHA DOG! HAHA!
?
NO. THAT'D BE WEIRD.
HIS NAME'S STEWART.

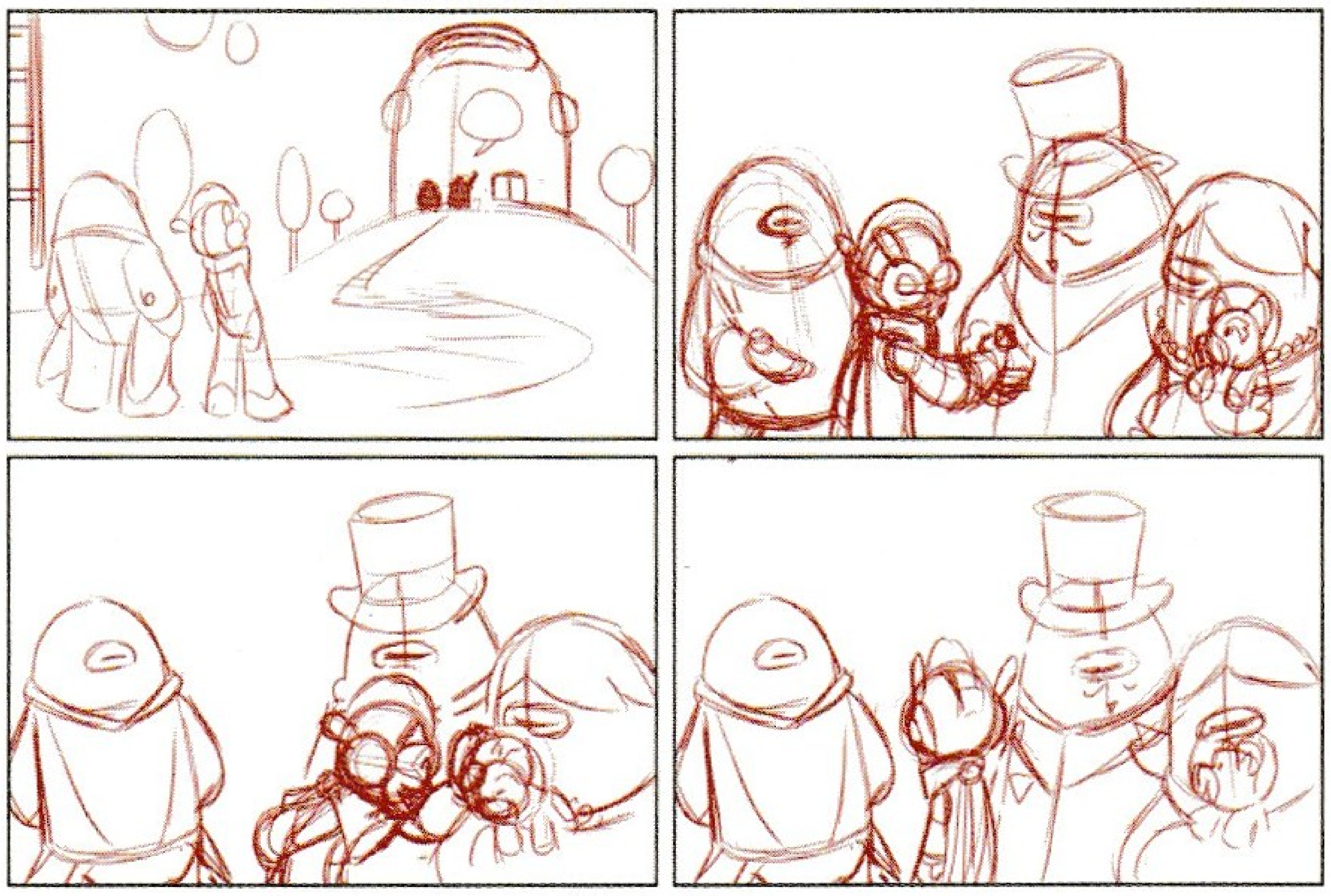
#115: ALPHAMILY

JANUARY 08, 2013

## COMMENTS

**MATT:** So Planet Alpha is in imminent danger, but nobody seems to be super concerned about it. I guess all the other Alphans are just as calm and collected as Alpha Man.

**DAX:** Why wouldn't Alpha Dad wear a top hat? Oh, and Stewart is a Yorkshire Terrier. He is based off of my friend's little three-legged wonder pup, Oscar.



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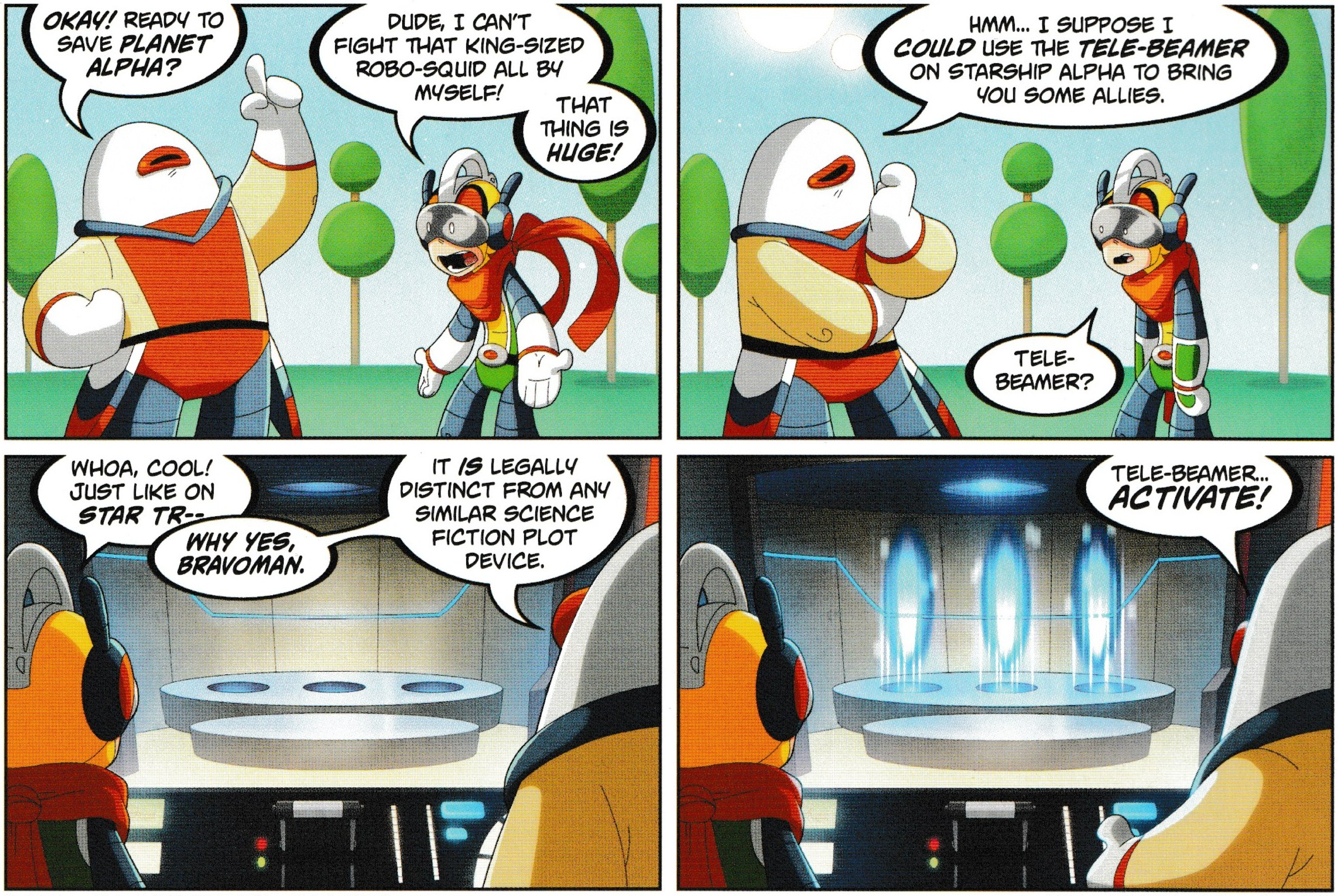

OKAY! READY TO SAVE PLANET ALPHA?
DUDE, I CAN'T FIGHT THAT KING-SIZED ROBO-SQUID ALL BY MYSELF!
THAT THING IS HUGE!
HMM... I SUPPOSE I COULD USE THE TELE-BEAMER ON STARSHIP ALPHA TO BRING YOU SOME ALLIES.
TELE-BEAMER?
WHOA, COOL! JUST LIKE ON STAR TR--
WHY YES, BRAVOMAN.
IT IS LEGALLY DISTINCT FROM ANY SIMILAR SCIENCE FICTION PLOT DEVICE.
TELE-BEAMER... ACTIVATE!

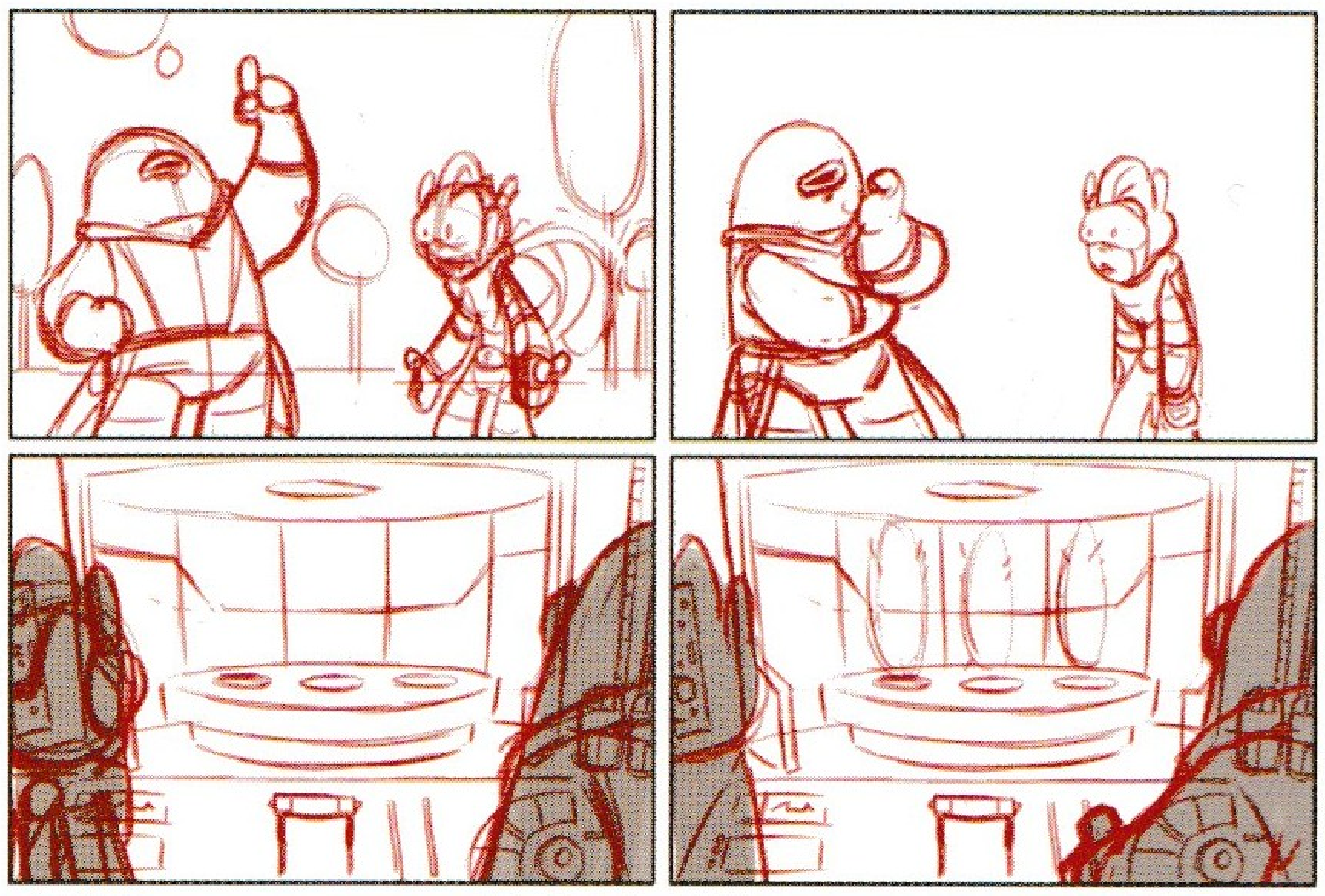
#116: IN NEED OF ALLIES

JANUARY 10, 2013

### COMMENTS

**MATT:** ***Legally distinct*** is a very useful term.

**DAX:** Josh killed it with the *Star Trek*-style beaming FX in this one. His colors are always fantastic.



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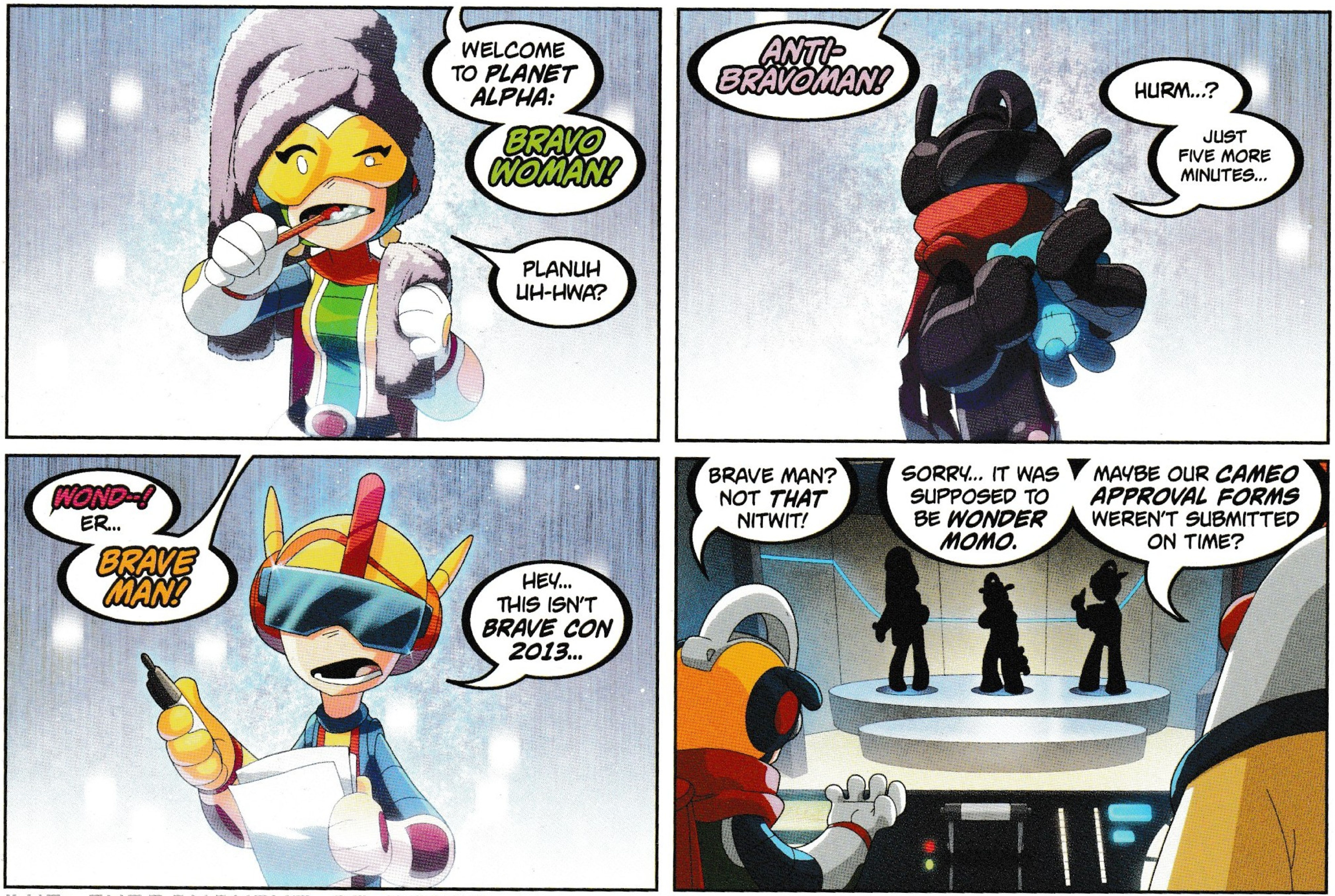

WELCOME TO PLANET ALPHA: BRAVO WOMAN!
PLANUH UH-HWA?
ANTI-BRAVOMAN!
HURM...?
JUST FIVE MORE MINUTES...
WOND--! ER... BRAVE MAN!
HEY... THIS ISN'T BRAVE CON 2013...
BRAVE MAN? NOT THAT NITWIT!
SORRY... IT WAS SUPPOSED TO BE WONDER MOMO.
MAYBE OUR CAMEO APPROVAL FORMS WEREN'T SUBMITTED ON TIME?

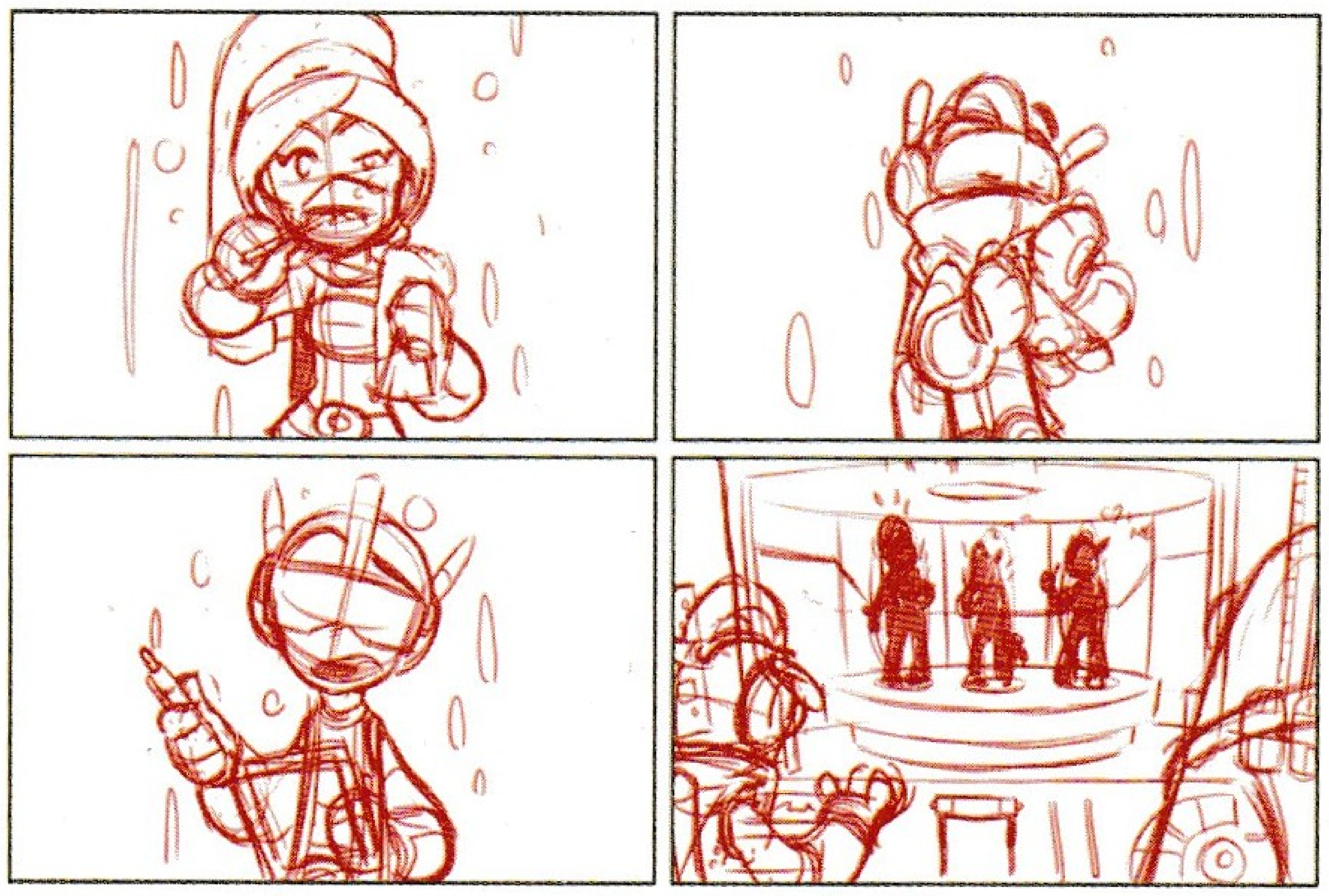
#117: EMBRAVOMENT OF RICHES

JANUARY 15, 2013

## COMMENTS

**MATT:** I guess Bravo Woman was washing her... helmet?

**DAX:** A fun one because, again, I like to do anything that shows character and personality. Obviously we get to see a slice of that in each panel here.



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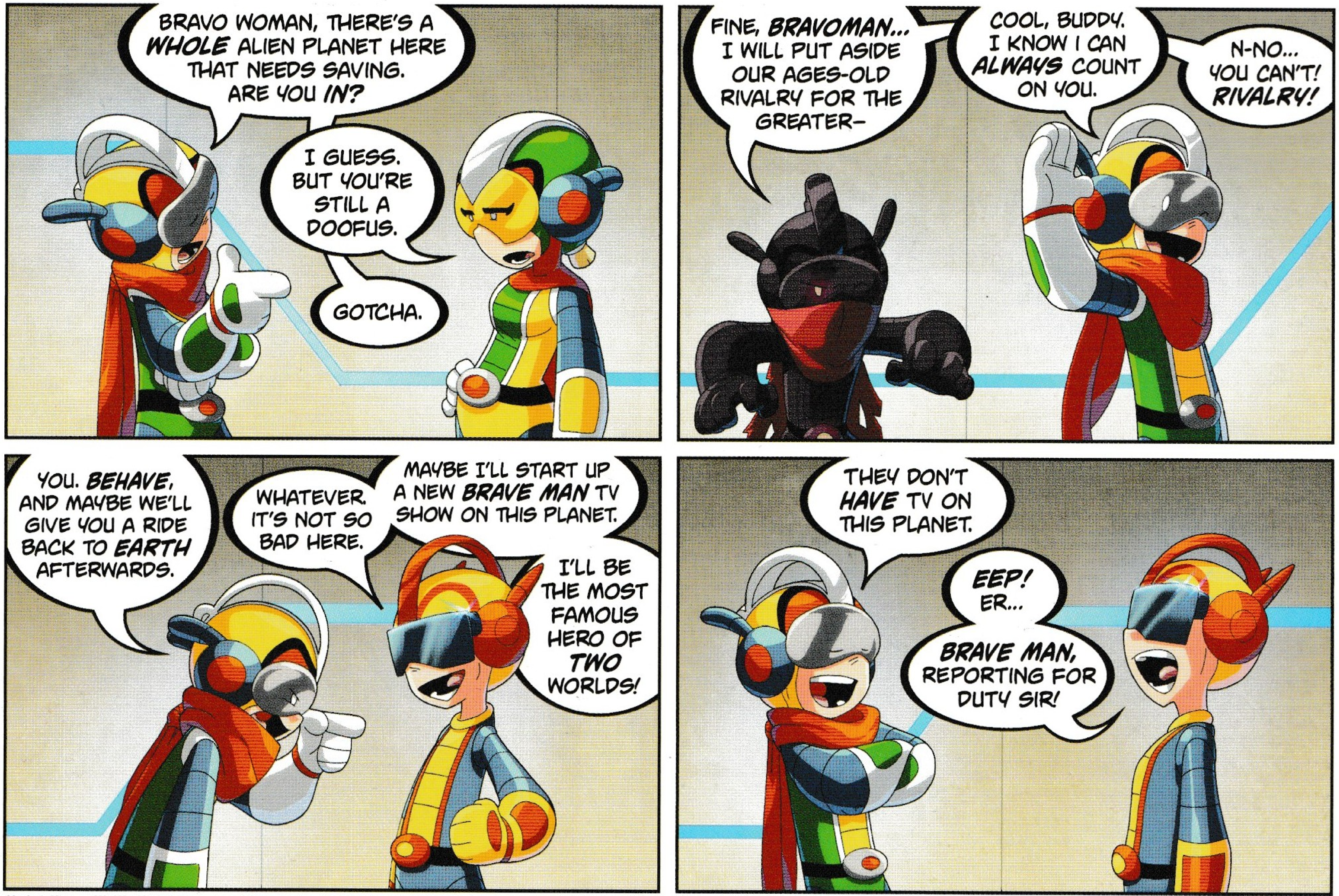

BRAVO WOMAN, THERE'S A WHOLE ALIEN PLANET HERE THAT NEEDS SAVING. ARE YOU IN?
I GUESS. BUT YOU'RE STILL A DOOFUS.
GOTCHA.
FINE, BRAVOMAN... I WILL PUT ASIDE OUR AGES-OLD RIVALRY FOR THE GREATER-
COOL, BUDDY. I KNOW I CAN ALWAYS COUNT ON YOU.
N-NO... YOU CAN'T! RIVALRY!
YOU. BEHAVE, AND MAYBE WE'LL GIVE YOU A RIDE BACK TO EARTH AFTERWARDS.
WHATEVER. IT'S NOT SO BAD HERE.
MAYBE I'LL START UP A NEW BRAVE MAN TV SHOW ON THIS PLANET.
I'LL BE THE MOST FAMOUS HERO OF TWO WORLDS!
THEY DON'T HAVE TV ON THIS PLANET.
EEP! ER...
BRAVE MAN, REPORTING FOR DUTY SIR!

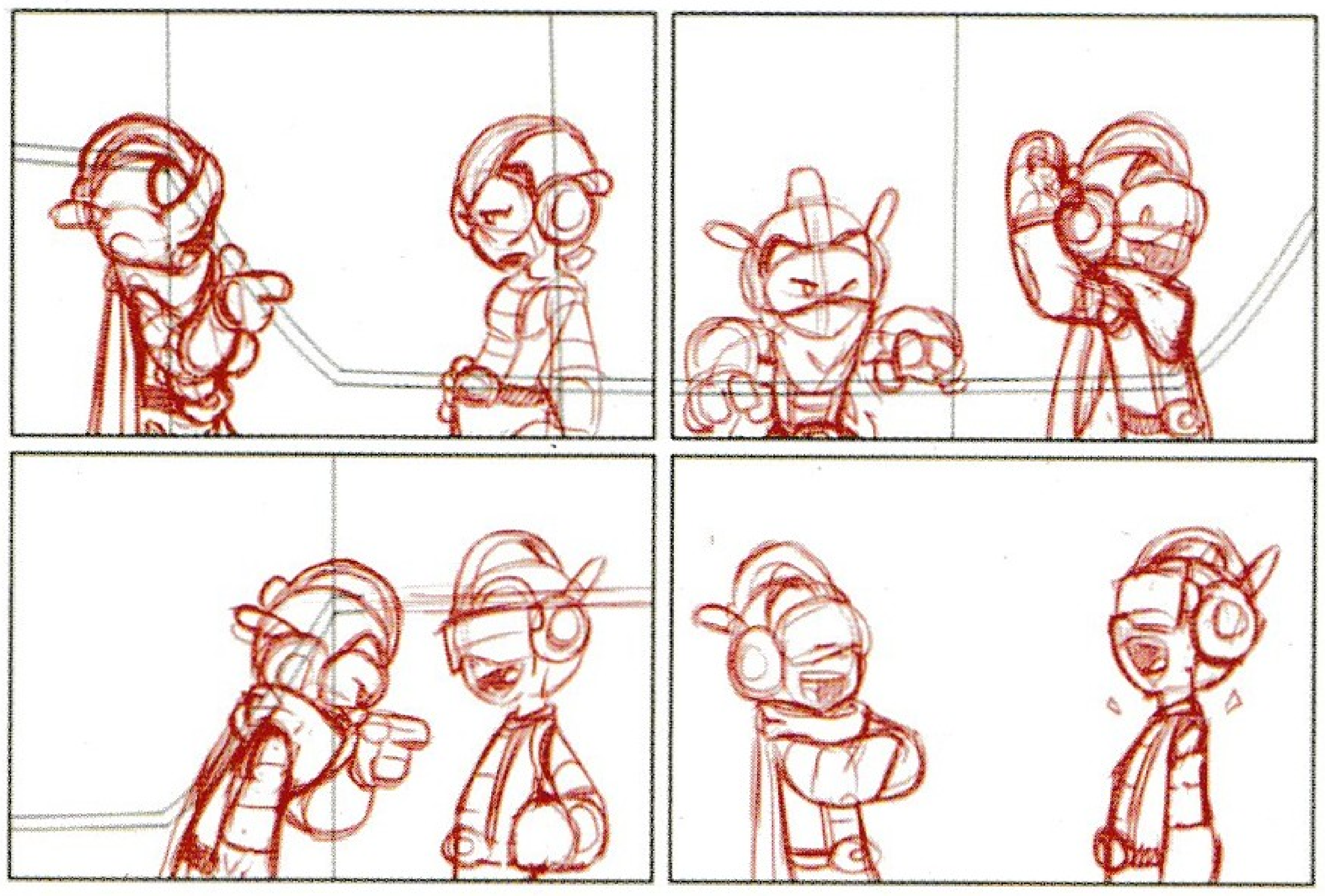
#118: BRAVO RECRUITS

JANUARY 17, 2013

## COMMENTS

**MATT:** Bravoman pointing at Brave Man is my favorite panel here. He's just so, "You... how DARE you exist!"

**DAX:** For character, personality, and posing, this is my favorite strip to date. I like how Bravo goes through four completely different moods here. I really hope this scene makes it into an animated form someday, as I think it could work very well.



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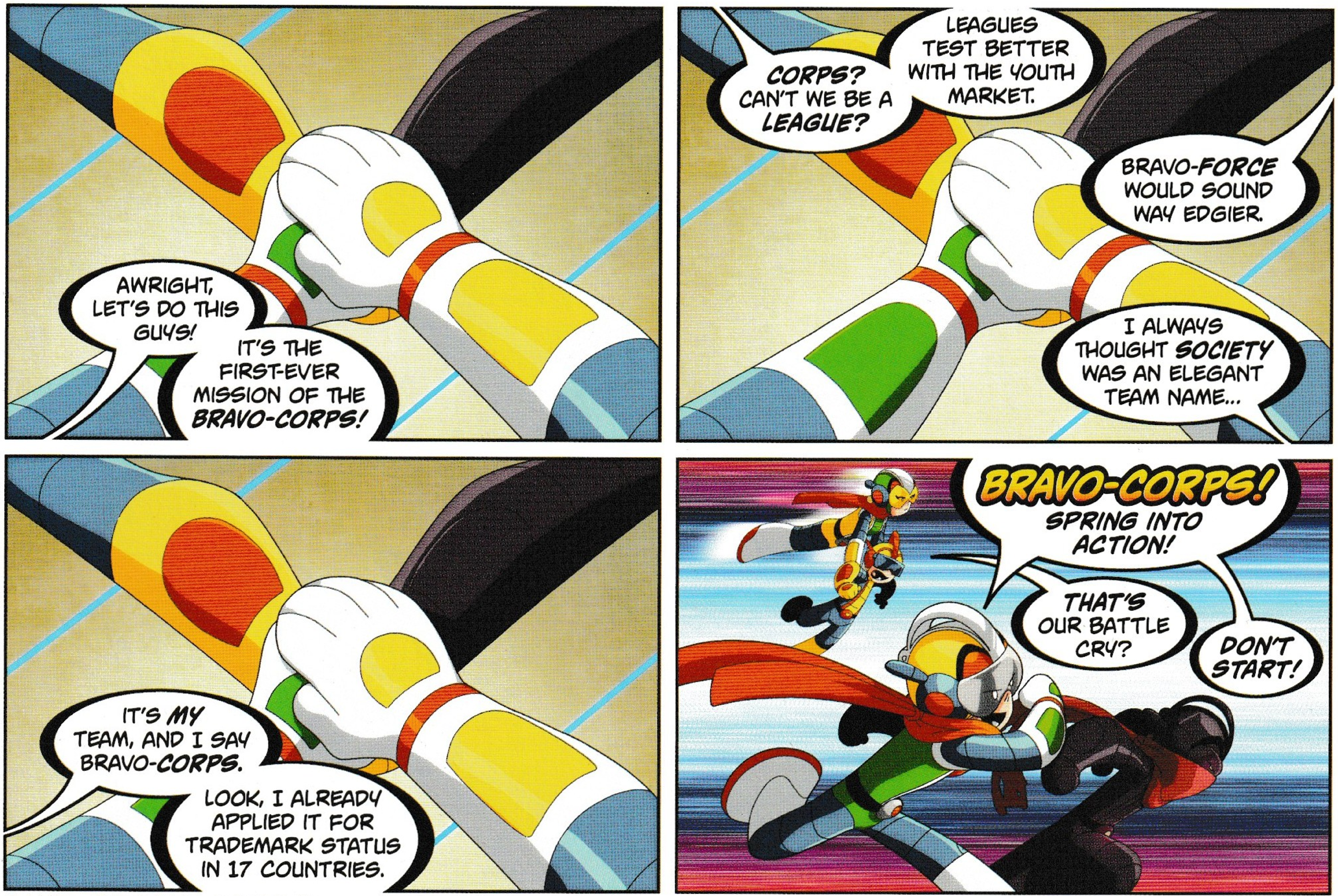

AWRIGHT, LET'S DO THIS GUYS!
IT'S THE FIRST-EVER MISSION OF THE *BRAVO-CORPS!*
*CORPS?* CAN'T WE BE A *LEAGUE?*
LEAGUES TEST BETTER WITH THE YOUTH MARKET.
BRAVO-*FORCE* WOULD SOUND WAY EDGIER.
I ALWAYS THOUGHT *SOCIETY* WAS AN ELEGANT TEAM NAME...
IT'S *MY* TEAM, AND I SAY BRAVO-*CORPS.*
LOOK, I ALREADY APPLIED IT FOR TRADEMARK STATUS IN 17 COUNTRIES.
BRAVO-CORPS! SPRING INTO ACTION!
THAT'S OUR BATTLE CRY?
DON'T START!

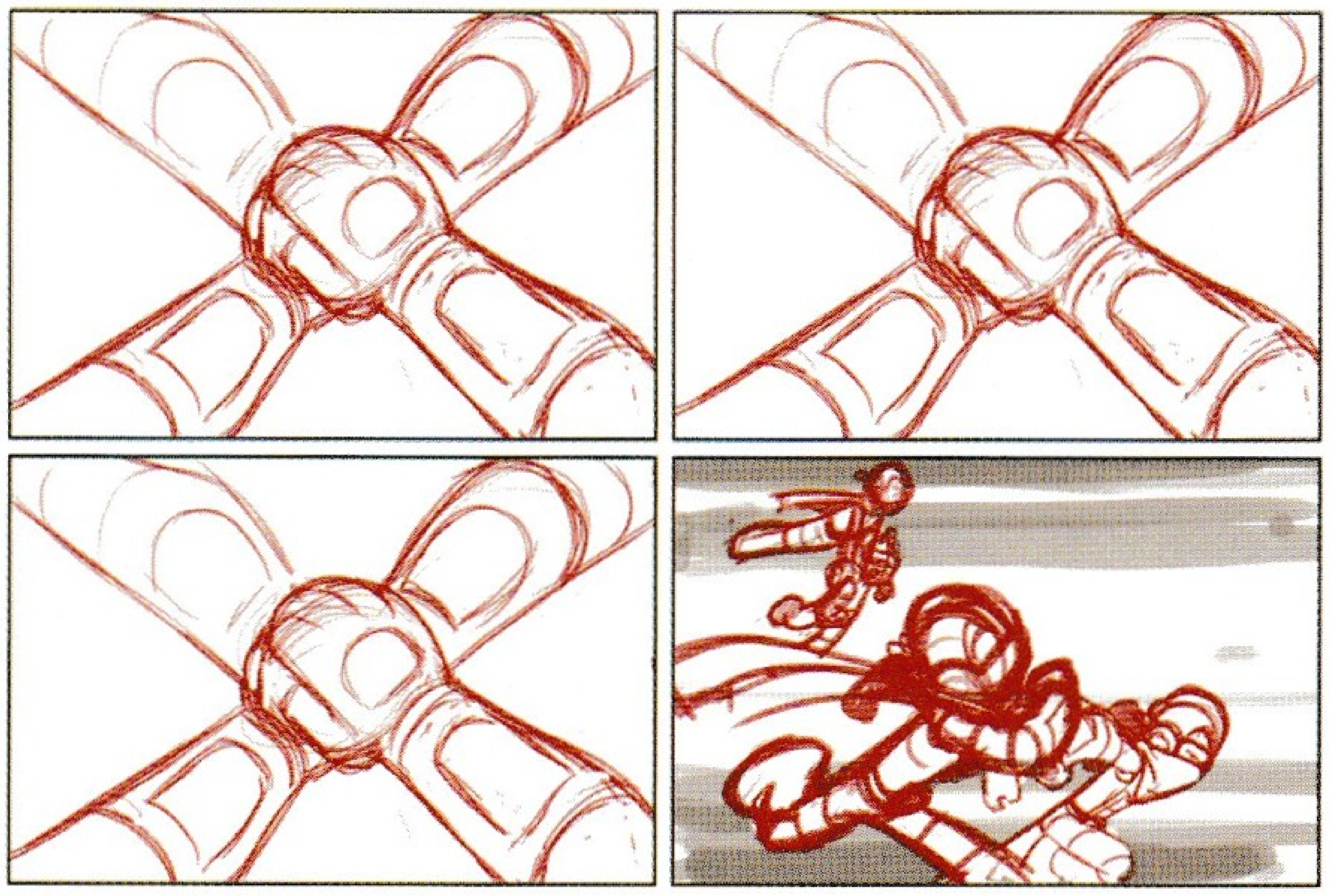
#119: BRAVO-CORPS

JANUARY 19, 2013

## COMMENTS

**MATT:** Yeah! The formation of the Bravo-Corps! I'd been waiting for a chance to team everyone up ever since we added Bravo Woman and Brave Man to the cast.

**DAX:** Getting to spend most of your time on a fun, action-packed panel four!? Sure thing, sign me up! Action is always fun to do!



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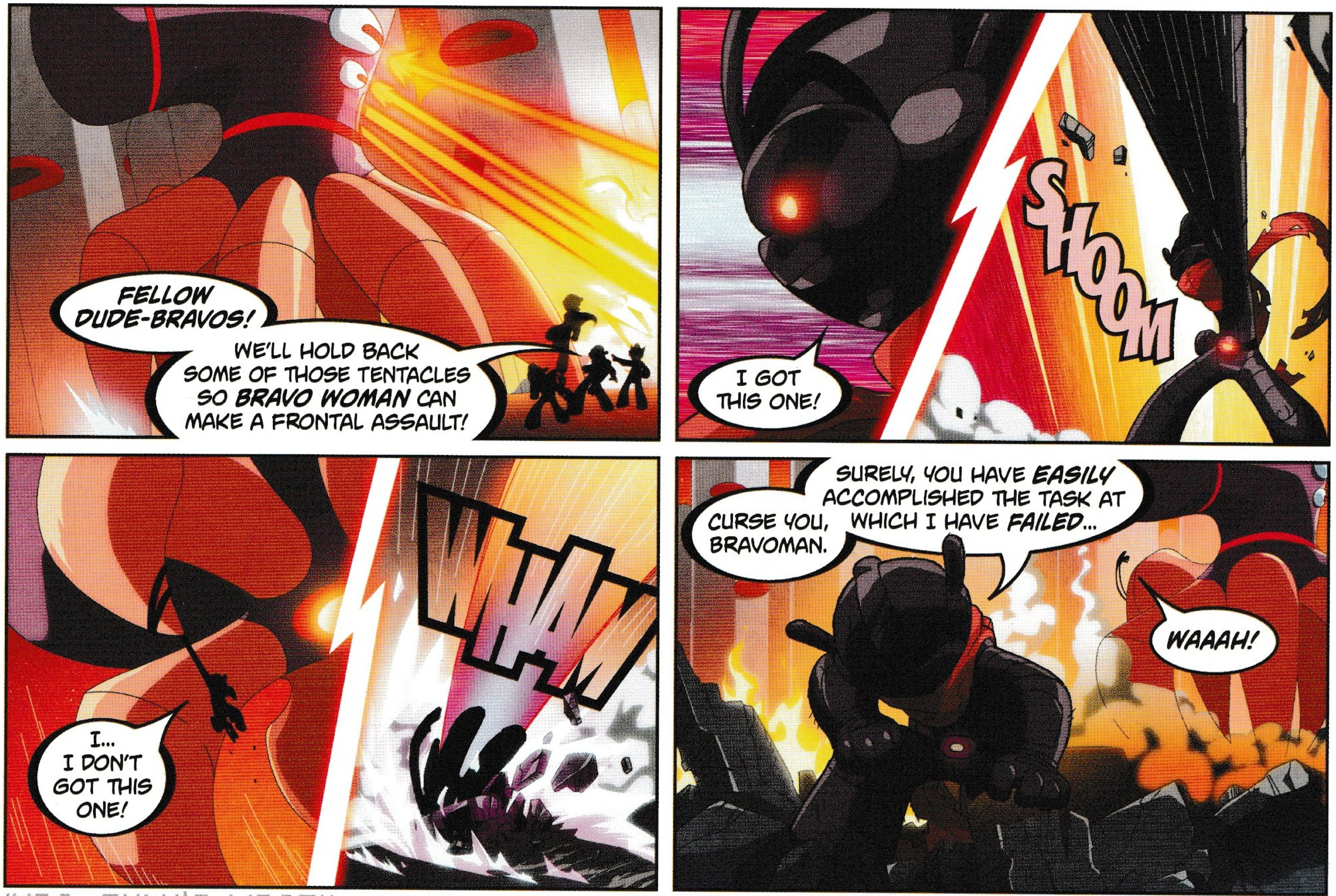

FELLOW DUDE-BRAVOS!
WE'LL HOLD BACK SOME OF THOSE TENTACLES SO BRAVO WOMAN CAN MAKE A FRONTAL ASSAULT!
I GOT THIS ONE!
SHOOM
I... I DON'T GOT THIS ONE!
WHAM
CURSE YOU, BRAVOMAN.
SURELY, YOU HAVE EASILY ACCOMPLISHED THE TASK AT WHICH I HAVE FAILED...
WAAAH!

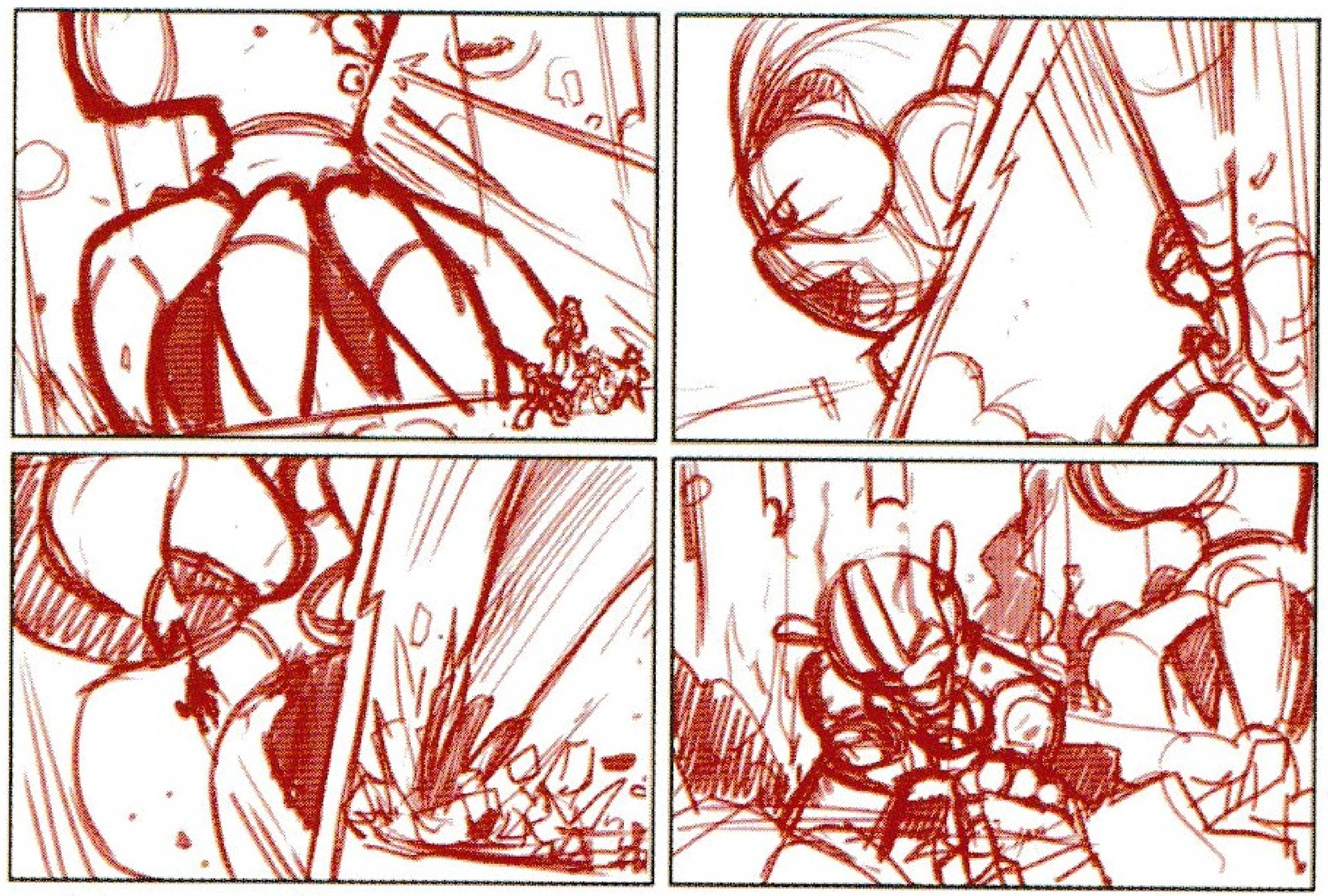
#120: ZULU'S WRATH

JANUARY 22, 2013

## COMMENTS

**MATT:** Looks like there was a little miscoloring in this strip (Dax explains below), but I didn't notice at the time. Sometimes I'll just letter a strip from memory, so here I probably just rolled with it and assumed I meant for Anti-Bravoman to have some dialog in panel two.

**DAX:** Ok, here we get into the meat of the storyline! Bravo-Corps assemble! Fun fact: The first part of panel two was drawn as Bravoman (which is why his scarf isn't covering his mouth) because, in the script, he originally said something like "A.B., You tie up his legs while I..."



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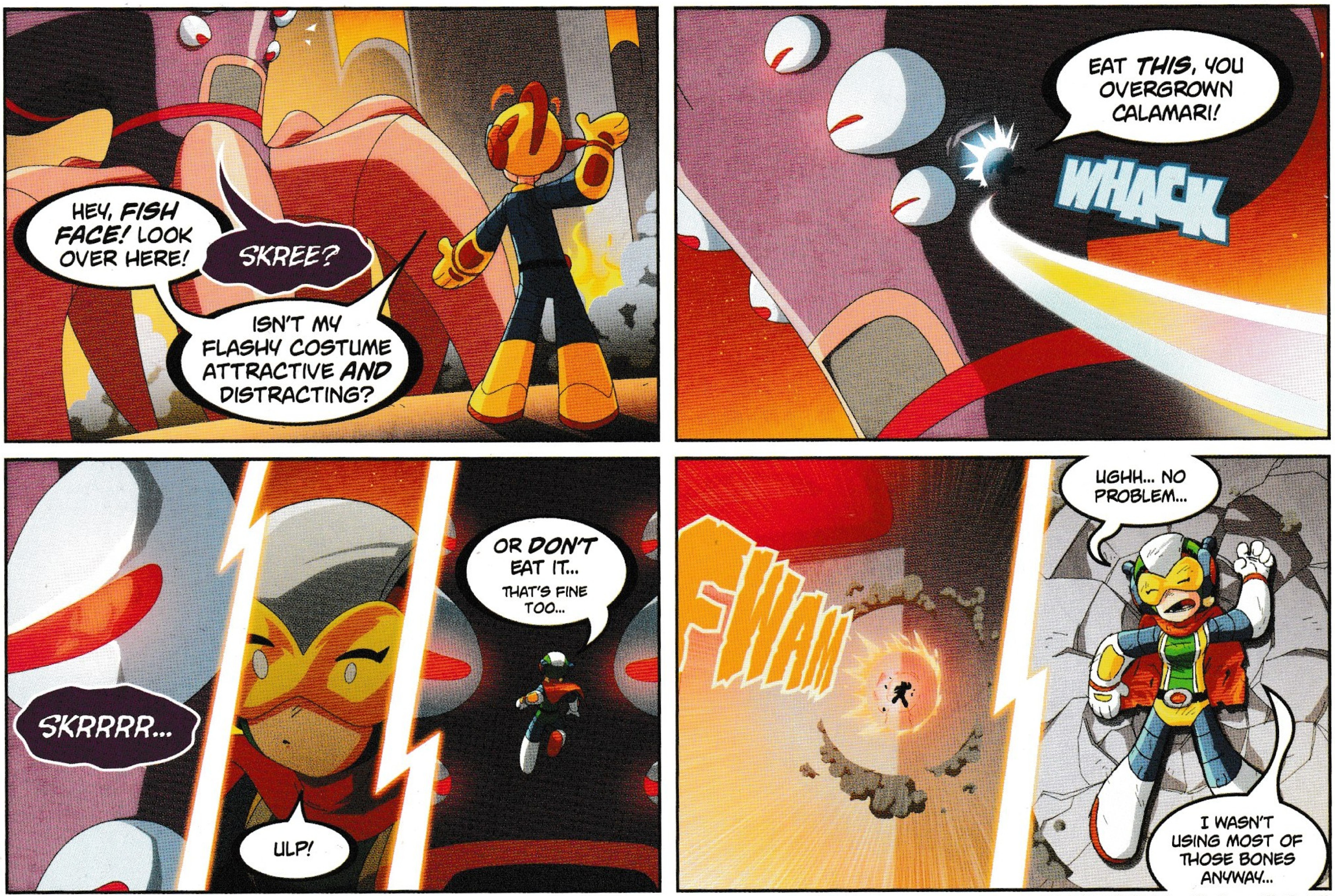

HEY, FISH FACE! LOOK OVER HERE!
SKREE?
ISN'T MY FLASHY COSTUME ATTRACTIVE AND DISTRACTING?
EAT THIS, YOU OVERGROWN CALAMARI!
WHACK
SKRRRR...
OR DON'T EAT IT... THAT'S FINE TOO...
ULP!
FWAM
UGHH... NO PROBLEM...
I WASN'T USING MOST OF THOSE BONES ANYWAY...

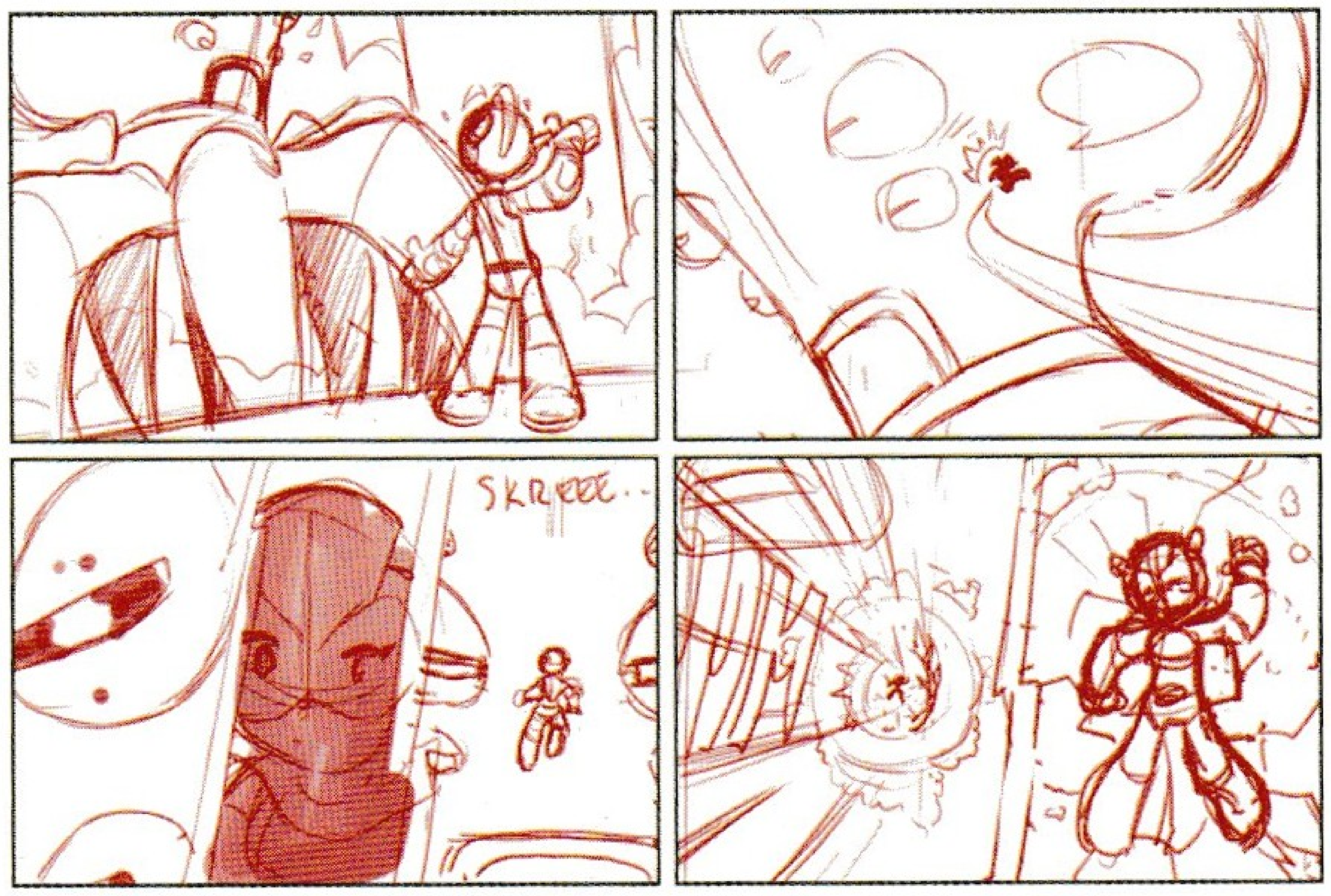
#121: WRATH OF ZULU

JANUARY 24, 2013

## COMMENTS

**MATT:** Zulu is another great original character design from Dax! He came up with a pile of design ideas, which you can see in the sketch gallery at the back of the book.

**DAX:** The one and only time Brave Man is useful… as a distraction *laughs*… love it. Plus, I like that Bravo Woman is so strong, because we can really throw her around with fun action while still making it ***believable***.



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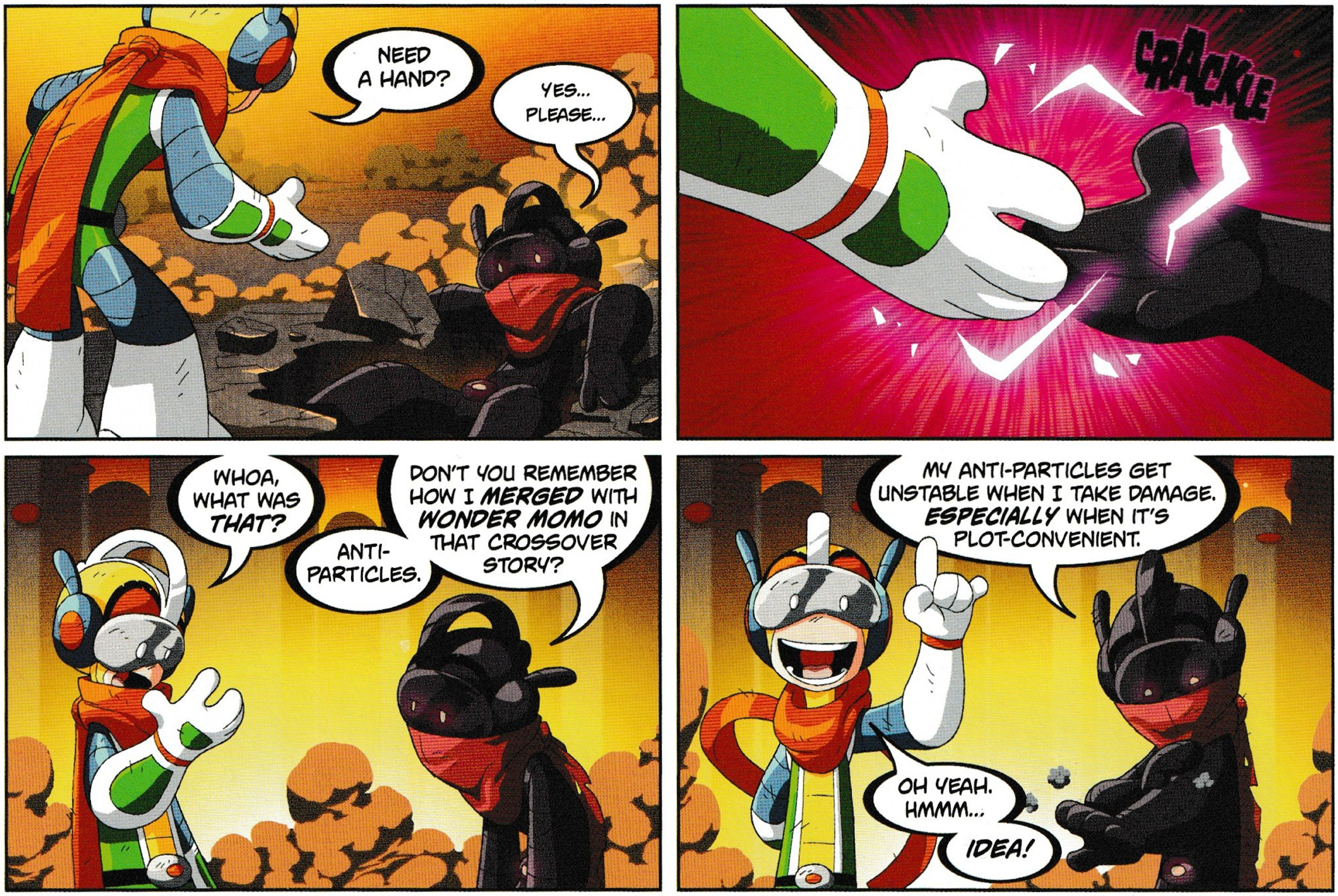

NEED A HAND?
YES... PLEASE...
CRACKLE
WHOA, WHAT WAS *THAT?*
ANTI-PARTICLES.
DON'T YOU REMEMBER HOW I *MERGED* WITH *WONDER MOMO* IN THAT CROSSOVER STORY?
MY ANTI-PARTICLES GET UNSTABLE WHEN I TAKE DAMAGE. *ESPECIALLY* WHEN IT'S PLOT-CONVENIENT.
OH YEAH. HMMM...
*IDEA!*

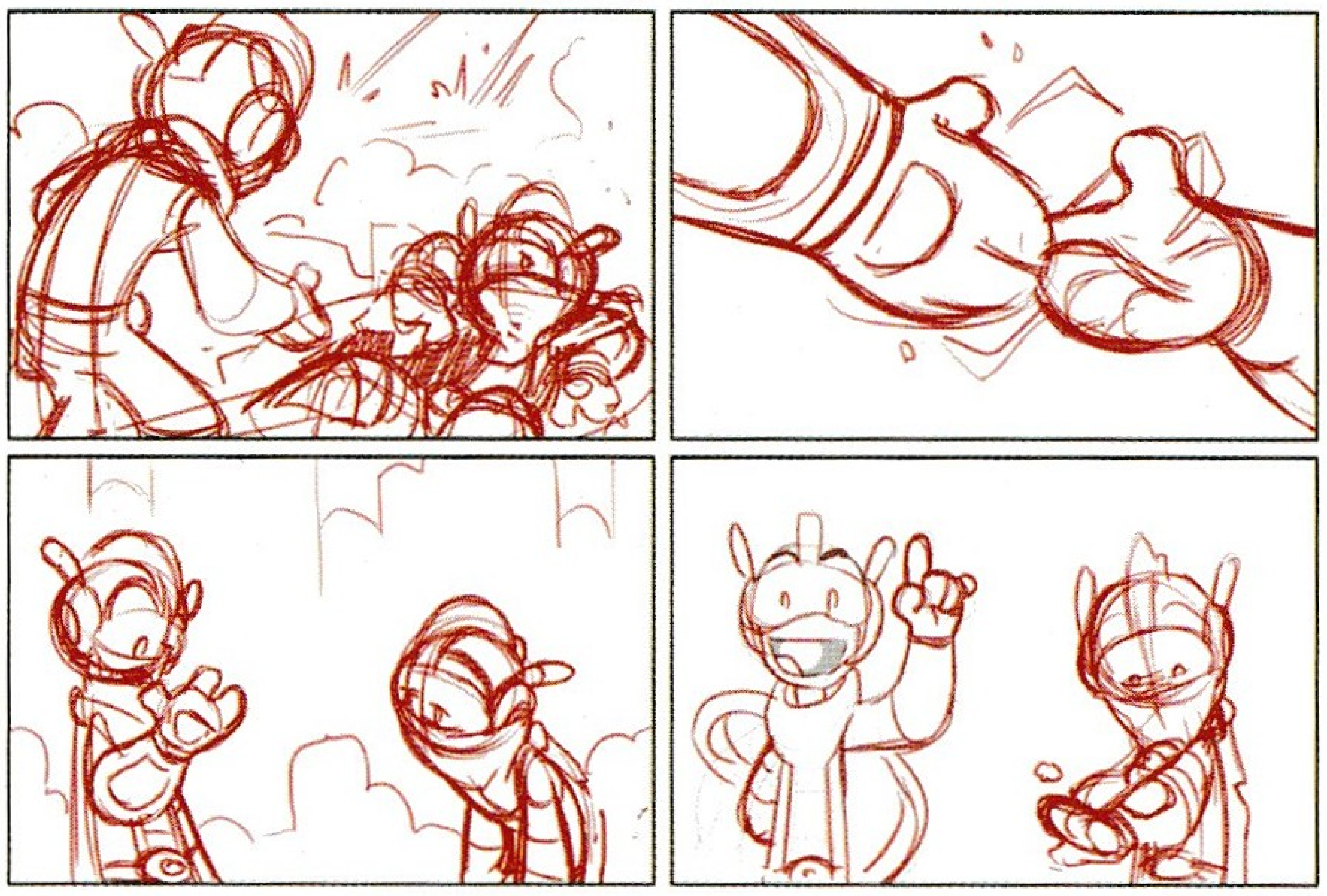
#122: CONTINUITY!

JANUARY 26, 2013

## COMMENTS

**MATT:** This whole arc is built around creating a standalone story that doesn't stand alone; a technique I picked up from the manga series *Bakuman*. The trick is to go back through your past continuity, pick up various threads that seemed random at the time, and combine things to make it look like you were planning everything all along. A.B.'s anti-particles/merger powers is the most obvious example of that. They were originally just a one-off idea in the *Wonder Momo* crossover, but they've been brought back here in a big way!

**DAX:** I love the explanation of the anti-particles that started off with the *Bravo X Momo* arc! Nice work, Matt! Also loving Josh's smoke here... so anime!



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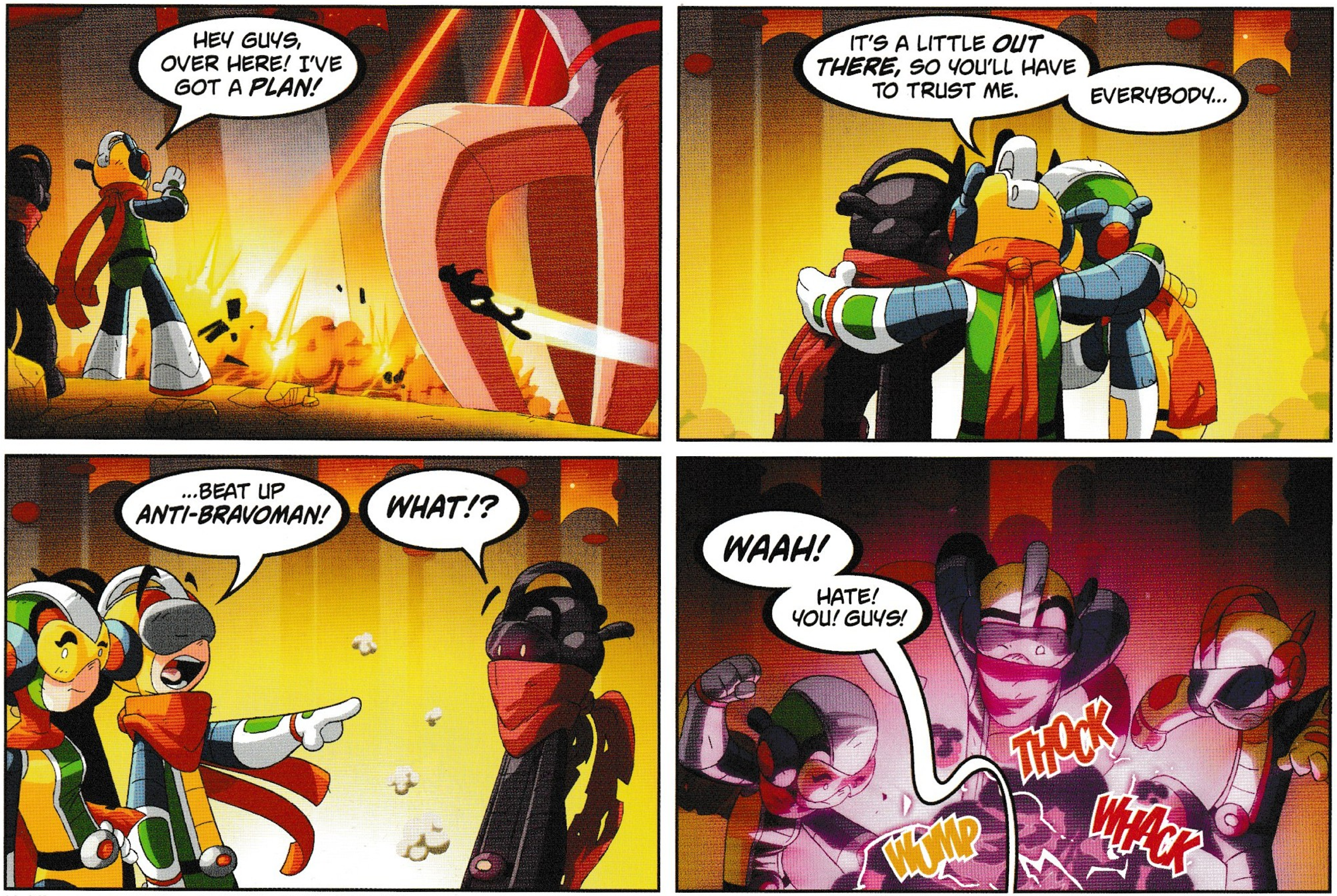

HEY GUYS, OVER HERE! I'VE GOT A *PLAN!*
IT'S A LITTLE *OUT THERE,* SO YOU'LL HAVE TO TRUST ME.
EVERYBODY...
...BEAT UP *ANTI-BRAVOMAN!*
*WHAT!?*
*WAAH!*
HATE! YOU! GUYS!
THOCK
WUMP
WHACK

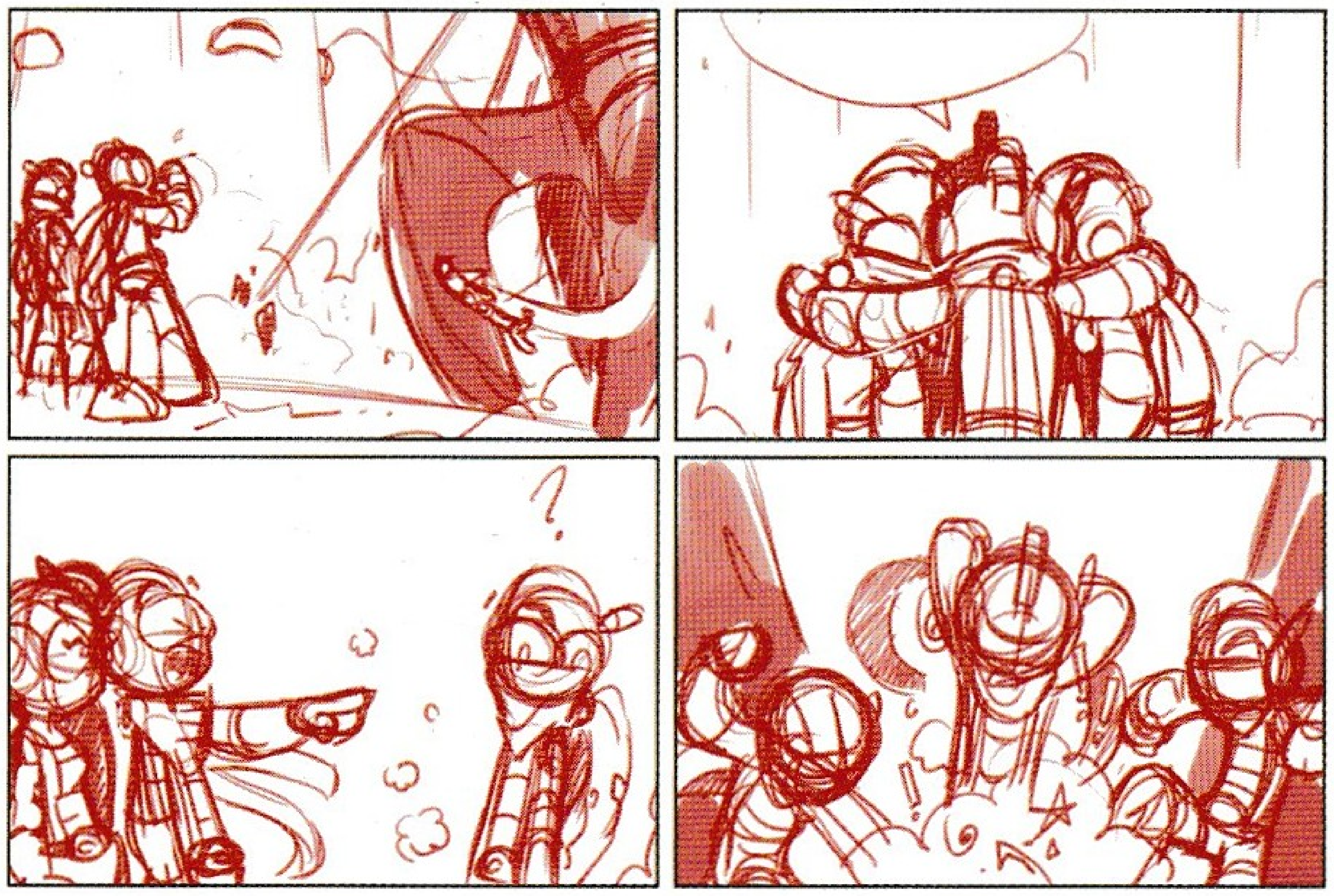
#123: SUCKS TO BE ANTI

JANUARY 29, 2013

## COMMENTS

**MATT:** Anti-Bravoman gags are so often the ones where I have the two little Matts on my shoulders. Angel Matt: "OMG! That's SO mean! Who would write such a thing?" Devil Matt: "Sucks to be you, Anti-Bravoman! Haw haw!"

**DAX:** Okay, this is the strip I was referring to in a previous comment... I felt horrible while drawing this. *laughs* But I suppose that means A.B. is a character you actually feel for, which shows we are doing our job well, right? I also tried to reflect the angst in the faces of the three offenders in panel four. They didn't really WANT to do it. At least I feel that way.



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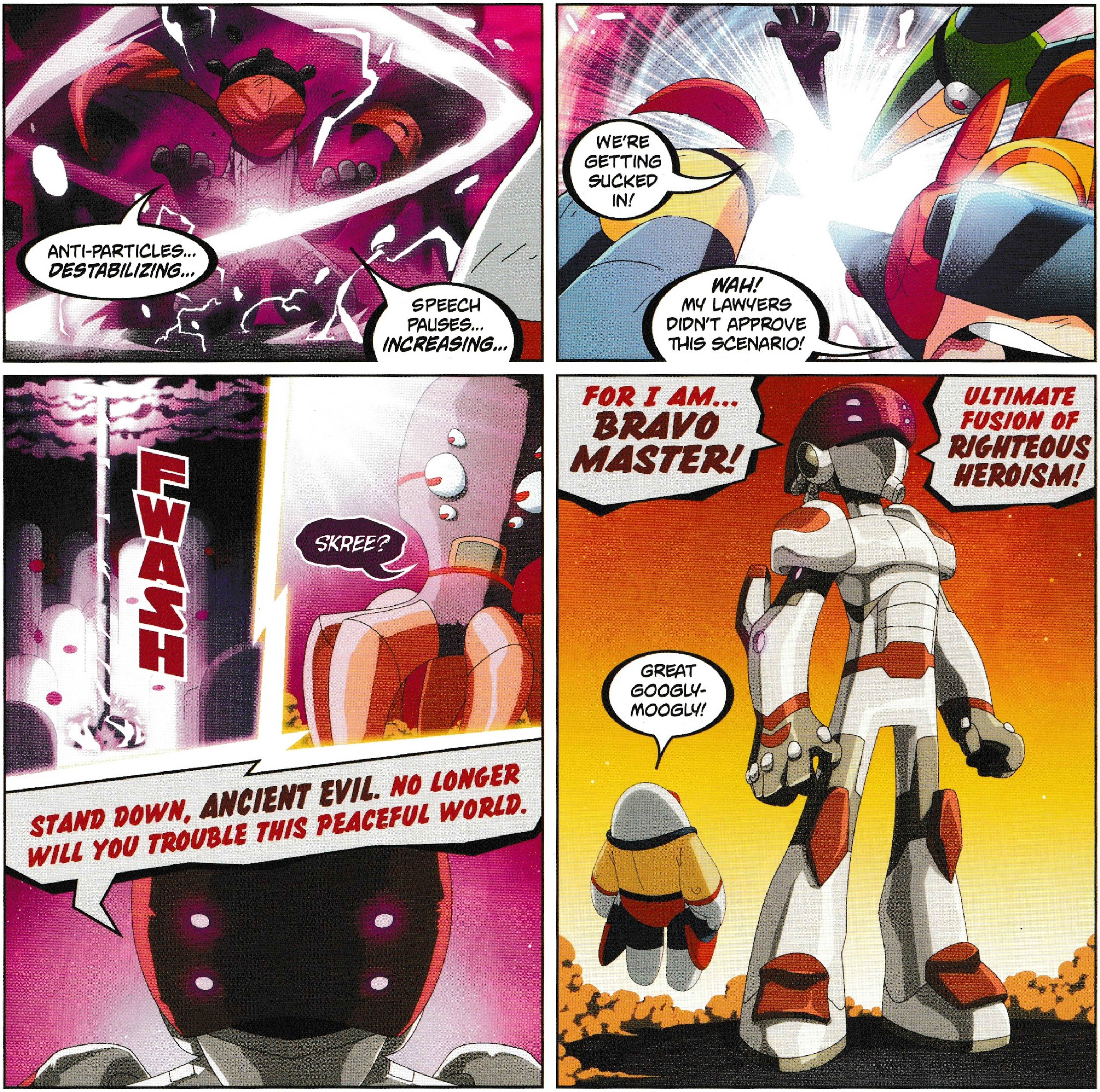
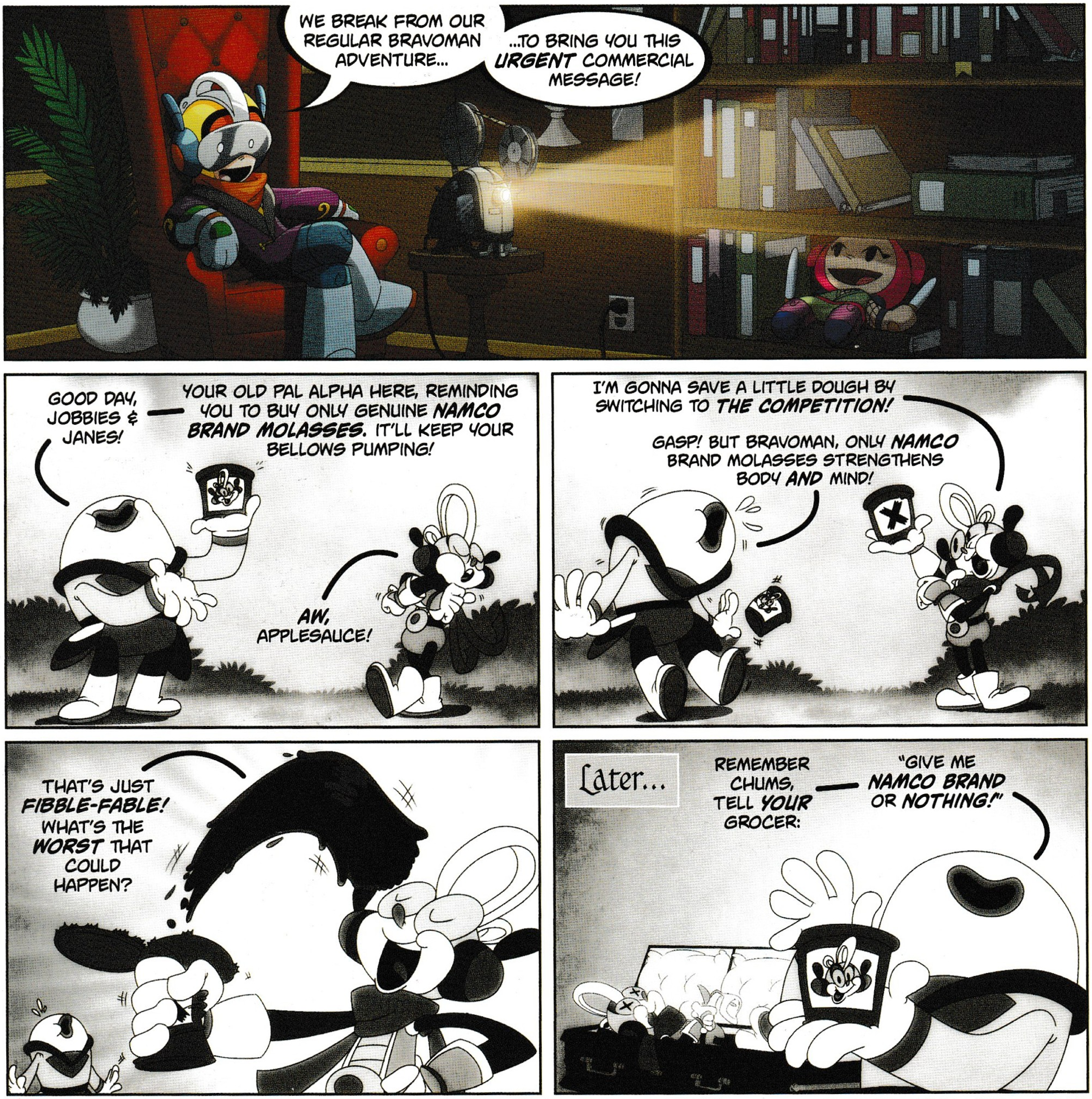
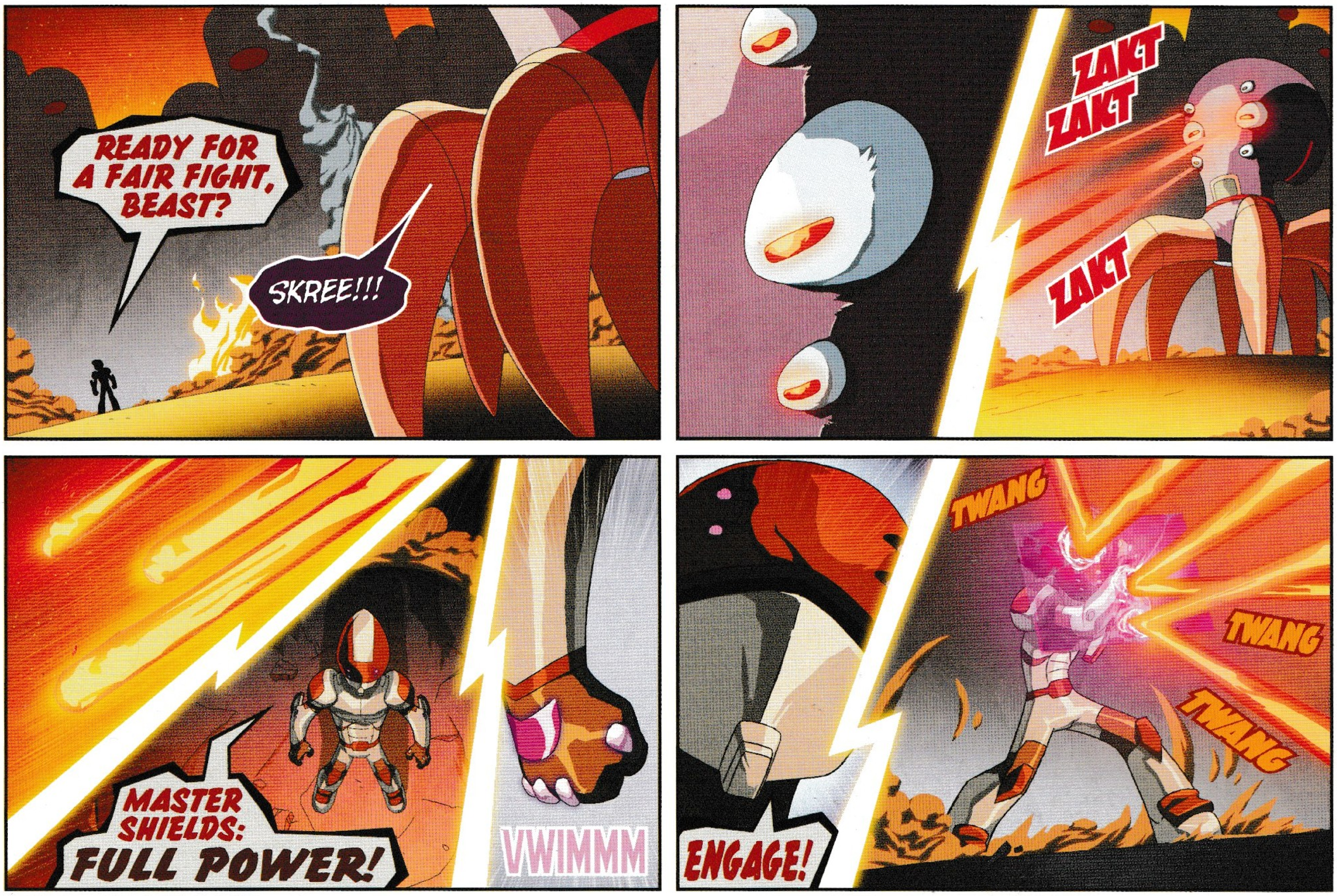

ANTI-PARTICLES... DESTABILIZING...
SPEECH PAUSES... INCREASING...
WE'RE GETTING SUCKED IN!
WAH! MY LAWYERS DIDN'T APPROVE THIS SCENARIO!
FWASH
SKREE?
STAND DOWN, ANCIENT EVIL. NO LONGER WILL YOU TROUBLE THIS PEACEFUL WORLD.
FOR I AM... BRAVO MASTER!
ULTIMATE FUSION OF RIGHTEOUS HEROISM!
GREAT GOOGLY-MOOGLY!

#124: BRAVULAR FUSION

JANUARY 31, 2013


WE BREAK FROM OUR REGULAR BRAVOMAN ADVENTURE...
...TO BRING YOU THIS *URGENT* COMMERCIAL MESSAGE!
GOOD DAY, JOBBIES & JANES!
YOUR OLD PAL ALPHA HERE, REMINDING YOU TO BUY ONLY GENUINE *NAMCO BRAND MOLASSES.* IT'LL KEEP YOUR BELLOWS PUMPING!
*AW,* APPLESAUCE!
I'M GONNA SAVE A LITTLE DOUGH BY SWITCHING TO *THE COMPETITION!*
GASP! BUT BRAVOMAN, ONLY *NAMCO* BRAND MOLASSES STRENGTHENS BODY *AND* MIND!
THAT'S JUST *FIBBLE-FABLE!* WHAT'S THE *WORST* THAT COULD HAPPEN?
Later...
REMEMBER CHUMS, TELL *YOUR* GROCER:
"GIVE ME *NAMCO BRAND* OR *NOTHING!*"

#125: BRAVO BRANDING - GUEST ART BY JOSH PEREZ FEBRUARY 02, 2013


READY FOR A FAIR FIGHT, BEAST?
SKREE!!!
ZAKT
ZAKT
ZAKT
MASTER SHIELDS: FULL POWER!
VWIMMM
TWANG
TWANG
TWANG
ENGAGE!

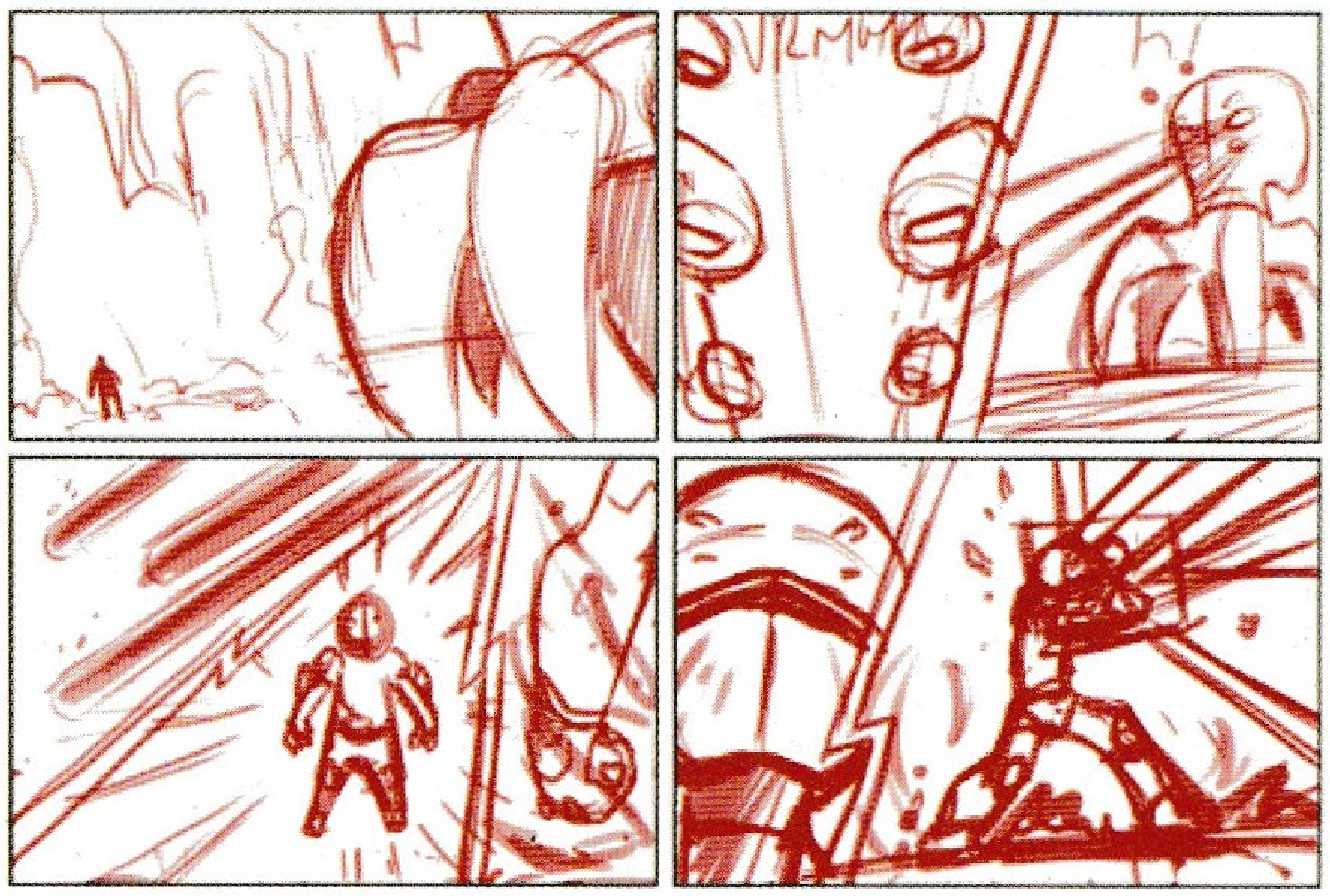
#126: MANEUVER: X-RAY

FEBRUARY 05, 2013

## COMMENTS

**MATT:** Bravo Master is totally not what I initially wrote him to be... he's WAY cooler now! But I'm going to keep my original idea in a drawer, I may still have a use for it down the road...

**DAX:** I had so much fun with the Bravo Master stuff and had a lot of input as to the origin and how he came to be. I wanted to make him bigger in scale to give it a more epic vibe. Fun fact: Bravo Master was scripted to just be the same size as our heroes.



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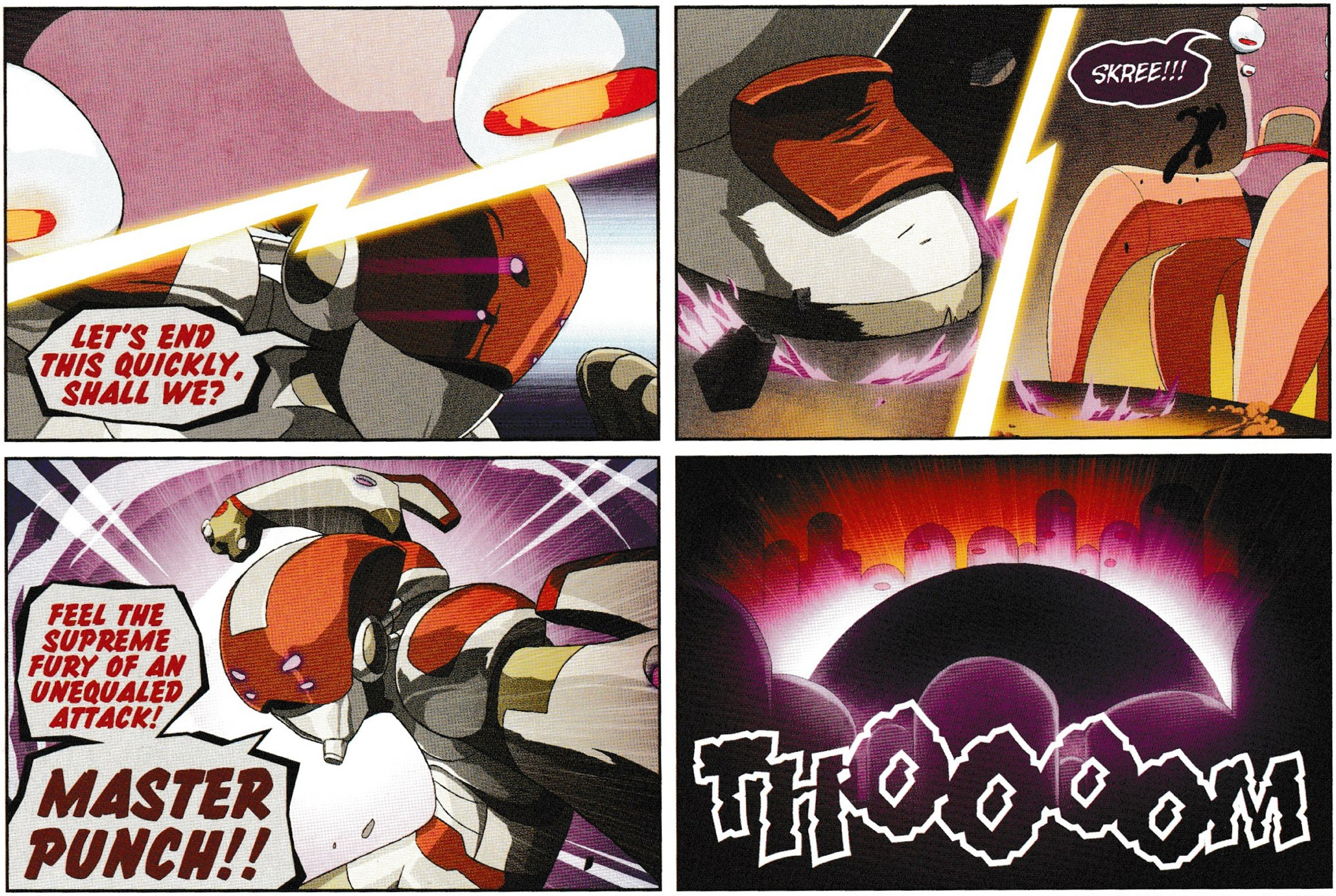

LET'S END THIS QUICKLY, SHALL WE?
SKREE!!!
FEEL THE SUPREME FURY OF AN UNEQUALED ATTACK!
MASTER PUNCH!!
THOOOOM

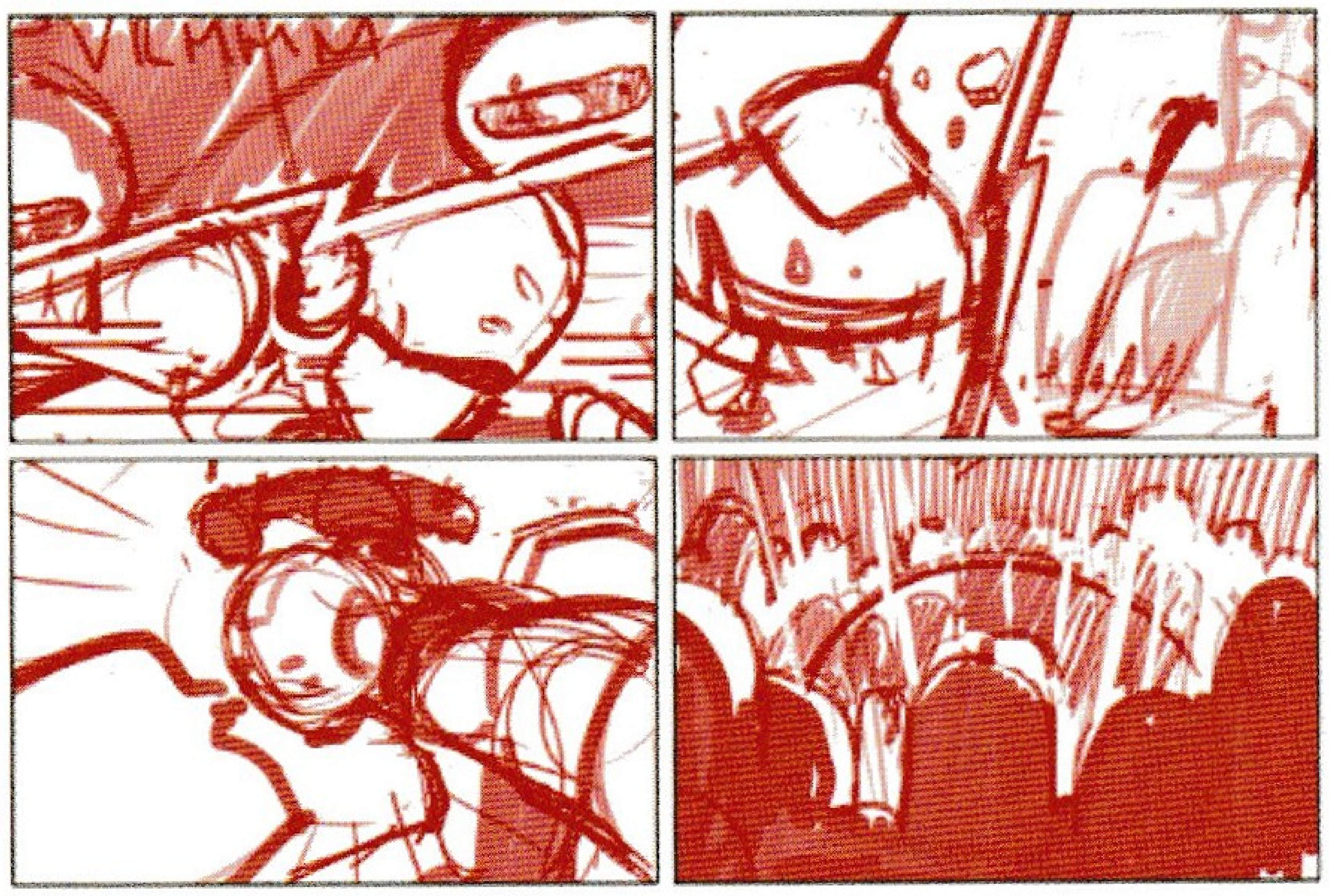
#127: MANEUVER: YANKEE

FEBRUARY 07, 2013

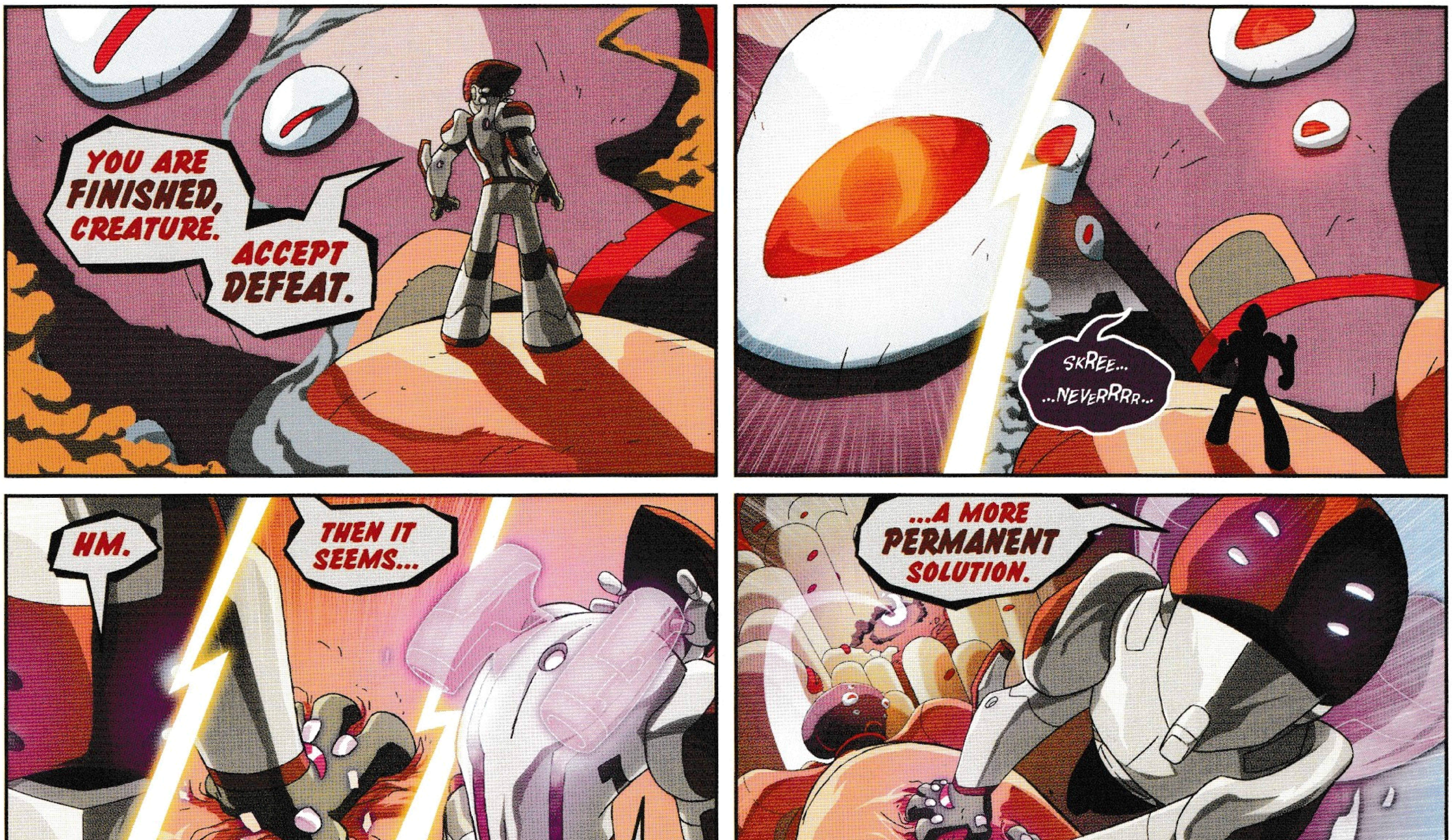
## COMMENTS

**MATT:** That *Akira*-esque explosion turned out great.

**DAX:** Fun fact: The previous two strips were done as one big page, but were split in order to extend the action. They still read better as one piece in my opinion.

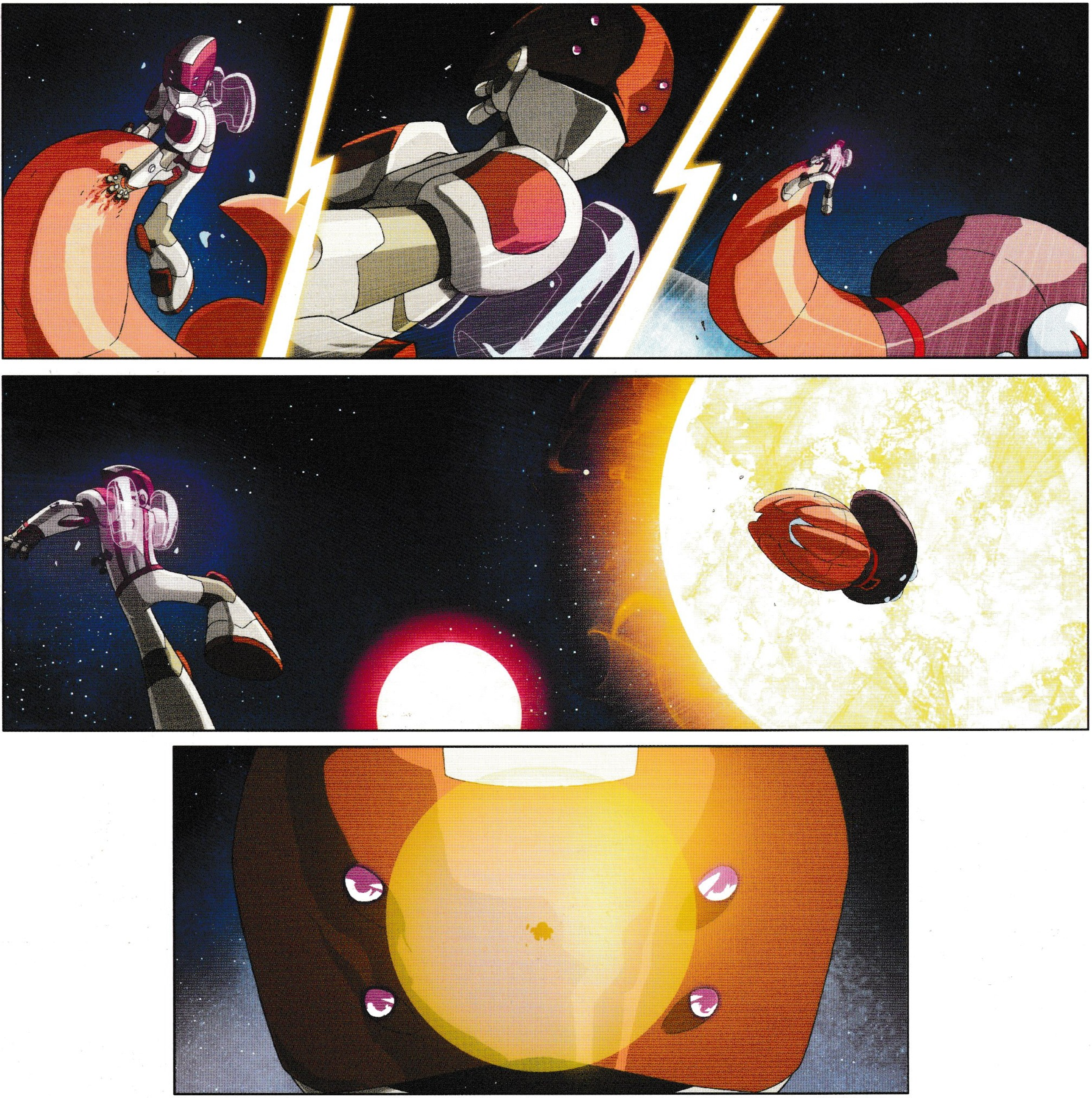


ROUGH LAYOUT


YOU ARE FINISHED, CREATURE.
ACCEPT DEFEAT.
SKREE... ...NEVERRRR...
HM.
THEN IT SEEMS...
CRUNCH
...WE NEED...
...A MORE PERMANENT SOLUTION.

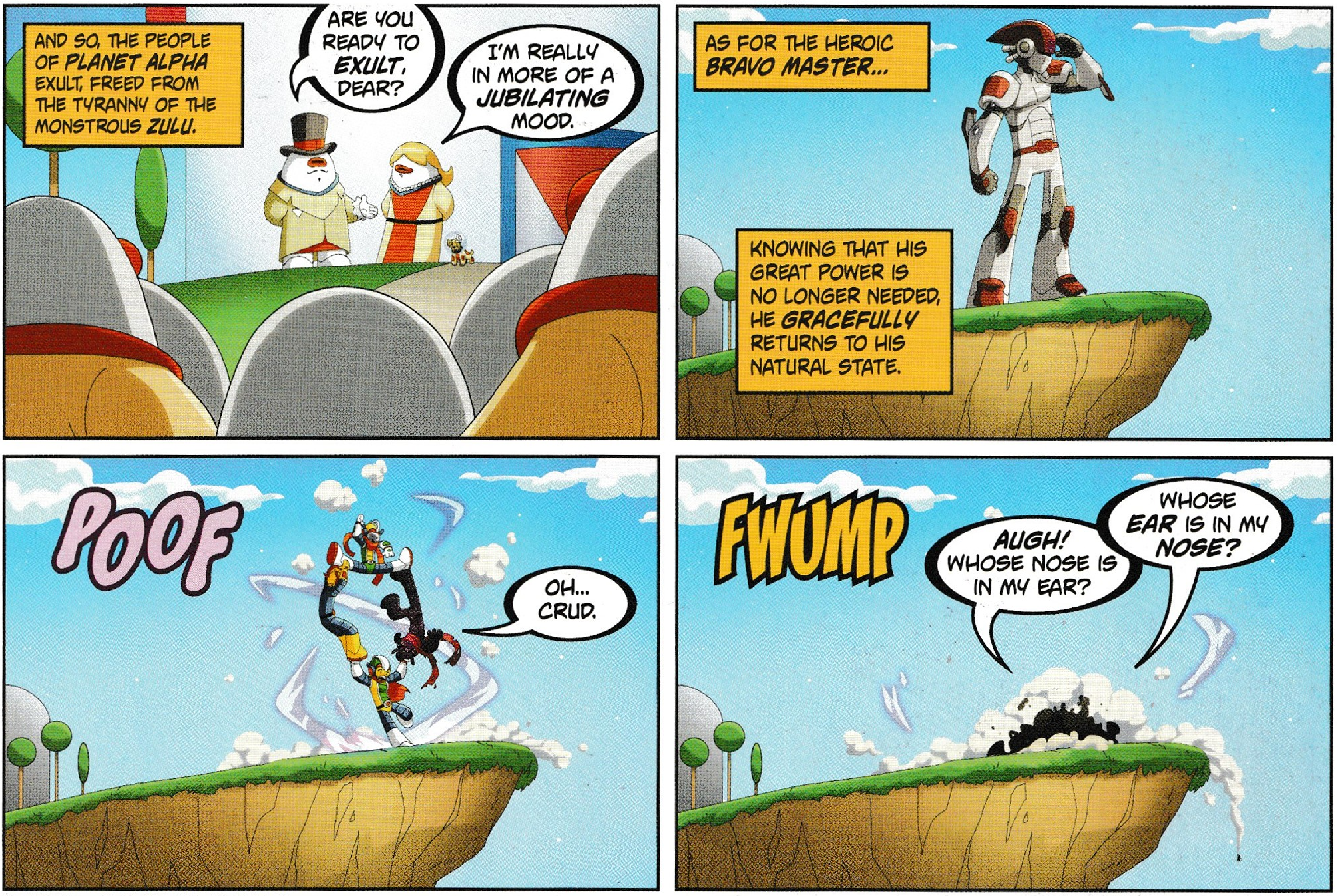
#128: MANEUVER: ZULU

FEBRUARY 09, 2013



#129: FINAL MANEUVER

FEBRUARY 12, 2013


AND SO, THE PEOPLE OF PLANET ALPHA EXULT, FREED FROM THE TYRANNY OF THE MONSTROUS ZULU.
ARE YOU READY TO EXULT, DEAR?
I'M REALLY IN MORE OF A JUBILATING MOOD.
AS FOR THE HEROIC BRAVO MASTER...
KNOWING THAT HIS GREAT POWER IS NO LONGER NEEDED, HE GRACEFULLY RETURNS TO HIS NATURAL STATE.
POOF
OH... CRUD.
FWUMP
AUGH! WHOSE NOSE IS IN MY EAR?
WHOSE EAR IS IN MY NOSE?

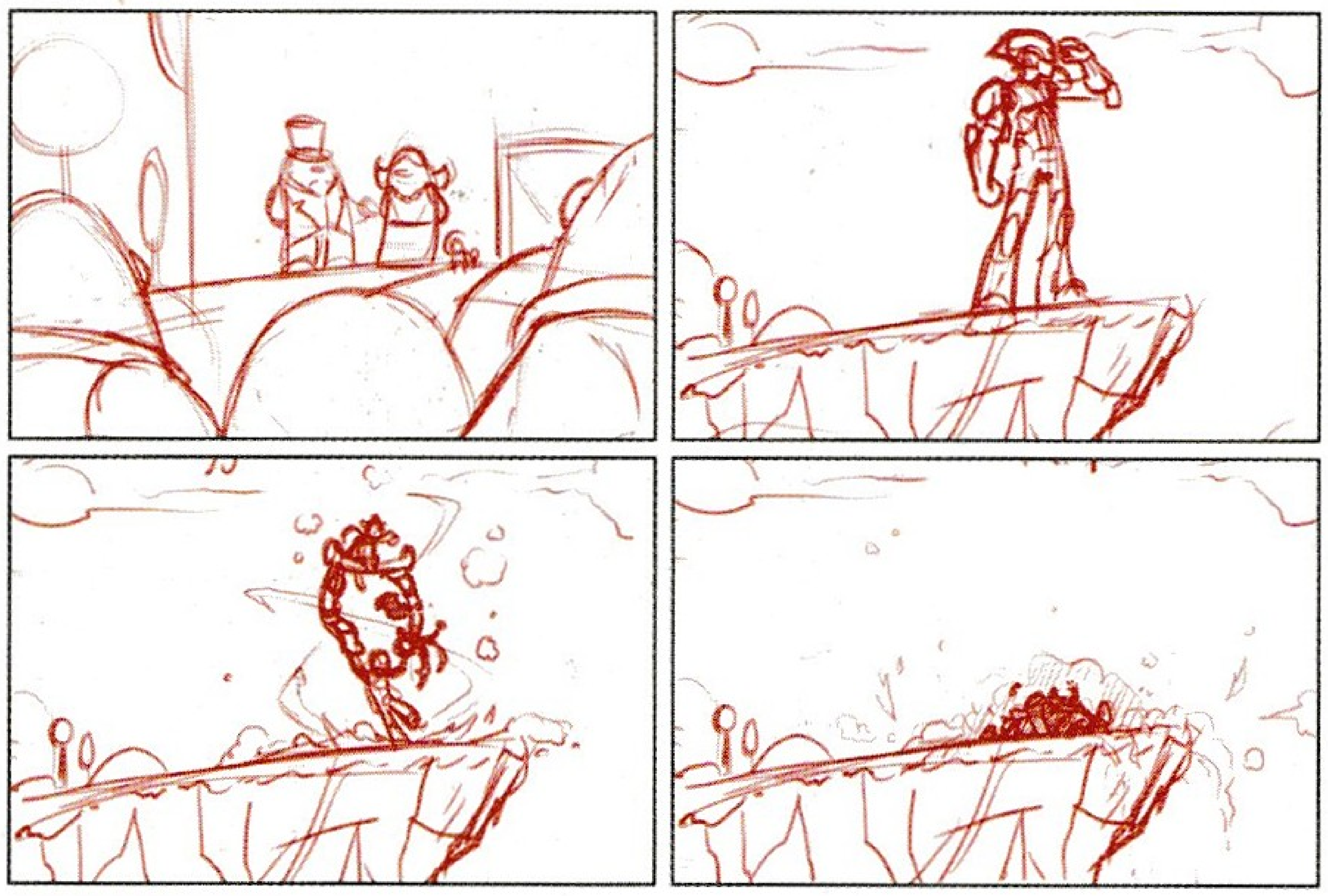
#130: BRAVILOGUE

FEBRUARY 14, 2013

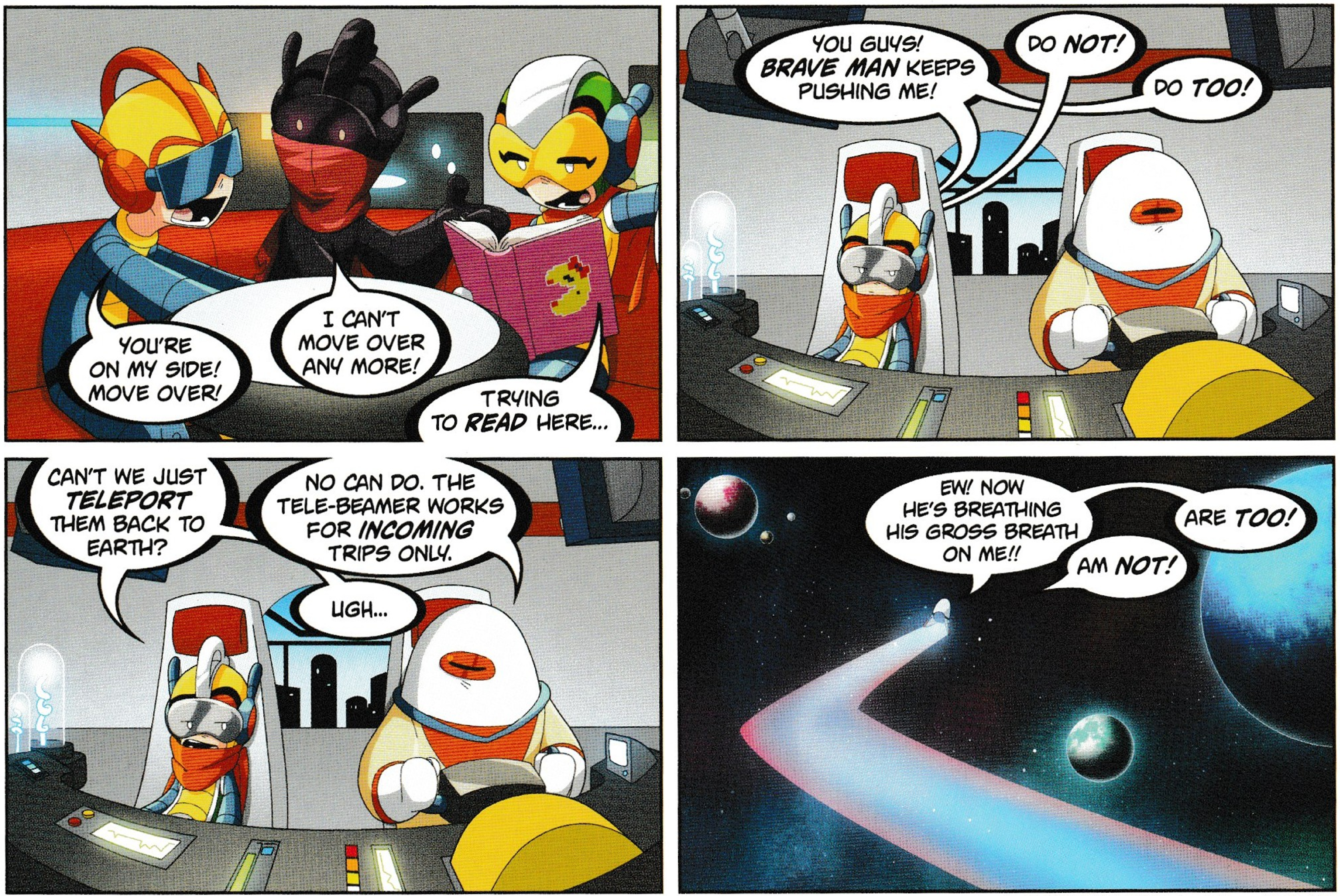
## COMMENTS

**MATT:** Farewell, Bravo Master! We hardly saw ye fling but one giant alien cyber-octopus into a star...

**DAX:** I liked Matt's idea to have the transformation or power-down sequence be comedic and clumsy. I feel that totally represents the *Bravoman* theme perfectly and was the right way to contradict the fairly serious action scene that just took place.



ROUGH LAYOUT


YOU'RE ON MY SIDE! MOVE OVER!
I CAN'T MOVE OVER ANY MORE!
TRYING TO *READ* HERE...
YOU GUYS! *BRAVE MAN* KEEPS PUSHING ME!
DO *NOT!*
DO *TOO!*
CAN'T WE JUST *TELEPORT* THEM BACK TO EARTH?
NO CAN DO. THE TELE-BEAMER WORKS FOR *INCOMING* TRIPS ONLY.
UGH...
EW! NOW HE'S BREATHING HIS GROSS BREATH ON ME!!
AM *NOT!*
ARE *TOO!*

#131: BACK SEAT BRAVOS

FEBRUARY 16, 2013

## COMMENTS

**MATT:** I think this one is a great example of the ***flexible age*** our characters' personalities have. I like to say that depending on the situation, Bravoman is age 15 to 35, and most of the rest of the characters follow suit.

**DAX:** A callback to Bravo Woman's X-mas gift, another cool Matt-ism.

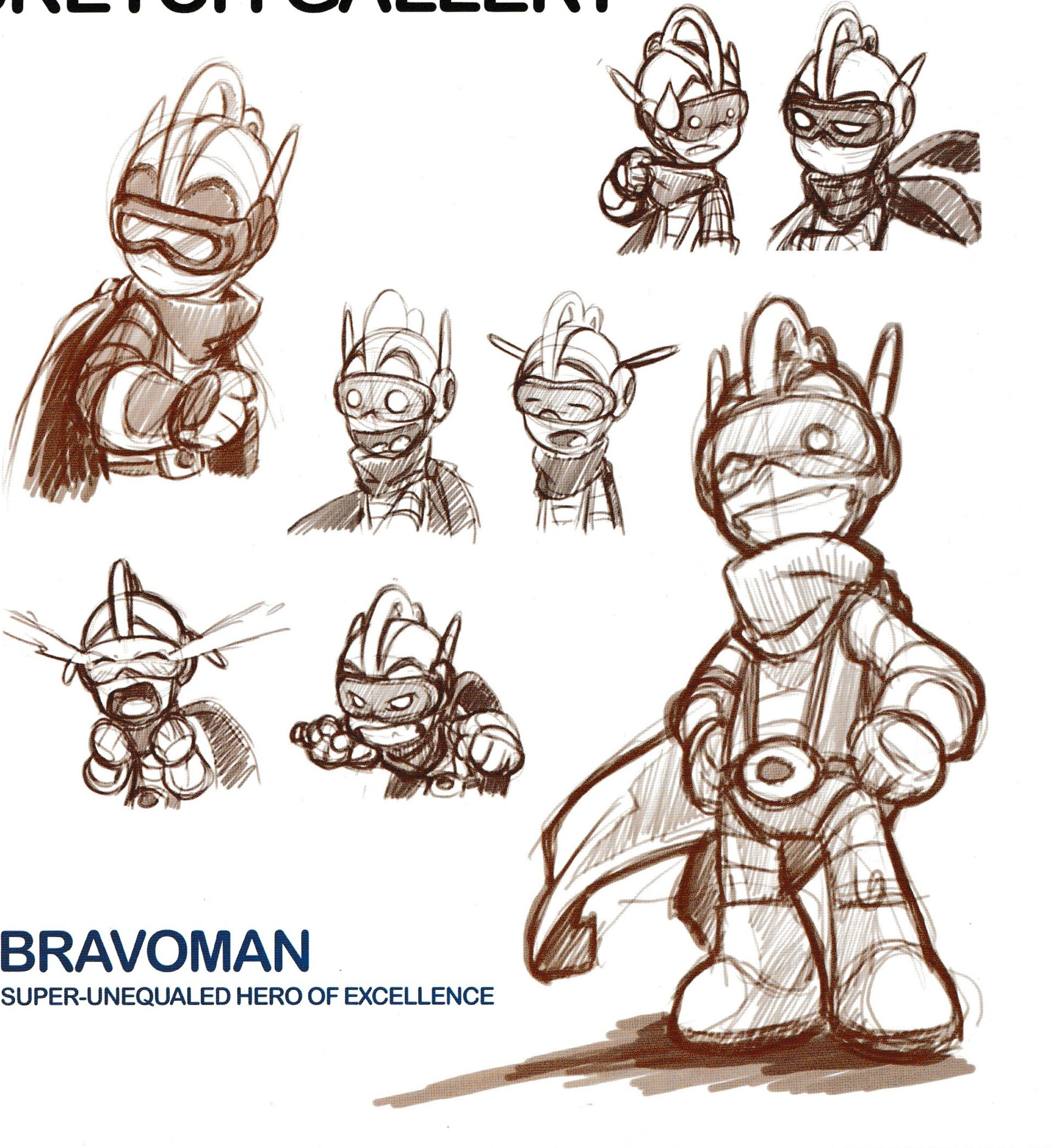
## FINAL WORDS

**MATT:** *Bravoman* has seriously been one of the funnest projects I have ever gotten to work on (I decree that ***funnest*** is an actual word, gosh durn it). I'm so glad it's now made it into print form. See you in Volume 2!

**DAX:** I have had a blast working on this series and I hope you have all enjoyed reading it just as much. I can't thank you enough for your continued support!!! 'Till next time! #BravoFansRule #BravoLove

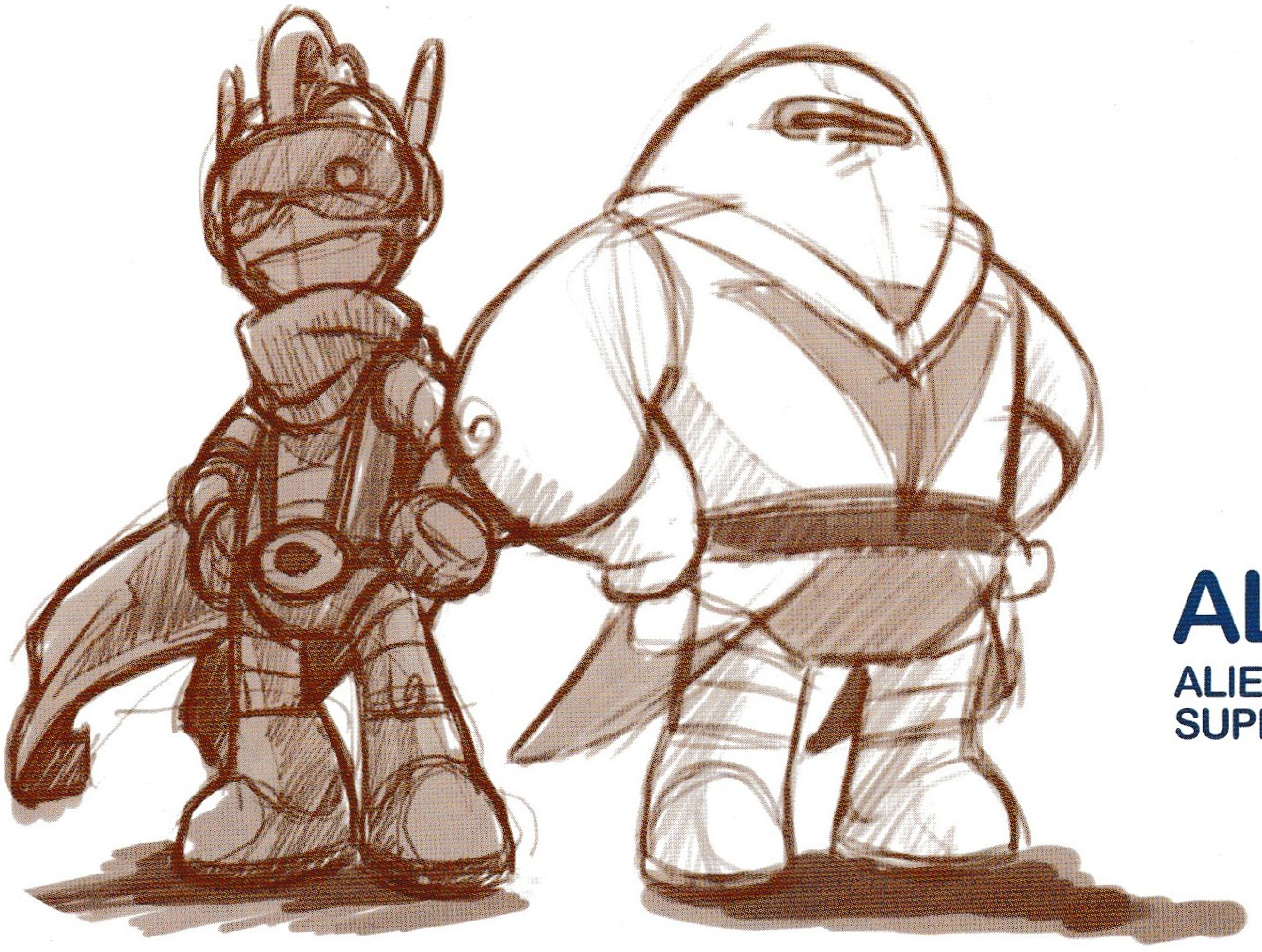
## DAX GORDINE

# SKETCH GALLERY



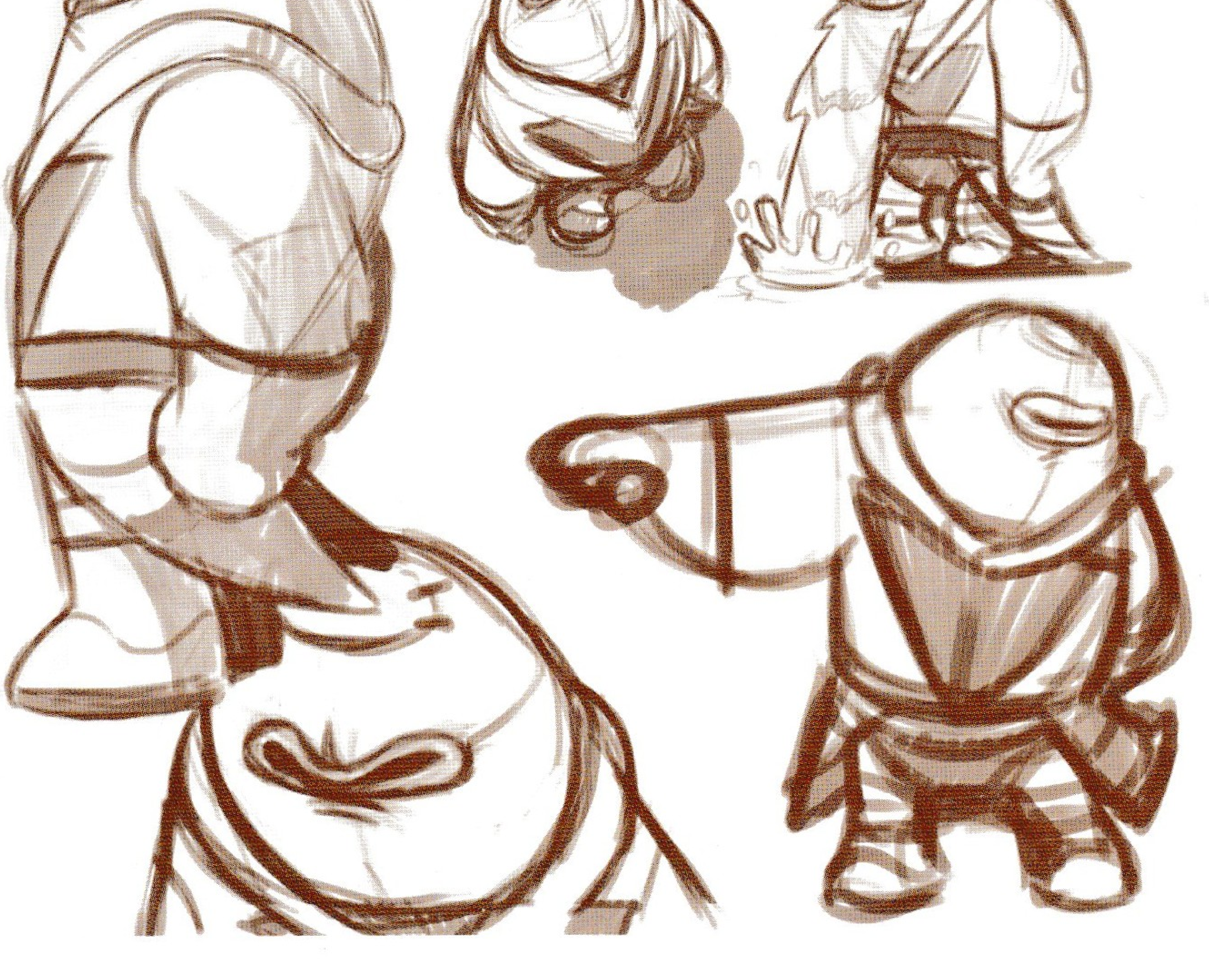
**BRAVOMAN**

SUPER-UNEQUALED HERO OF EXCELLENCE



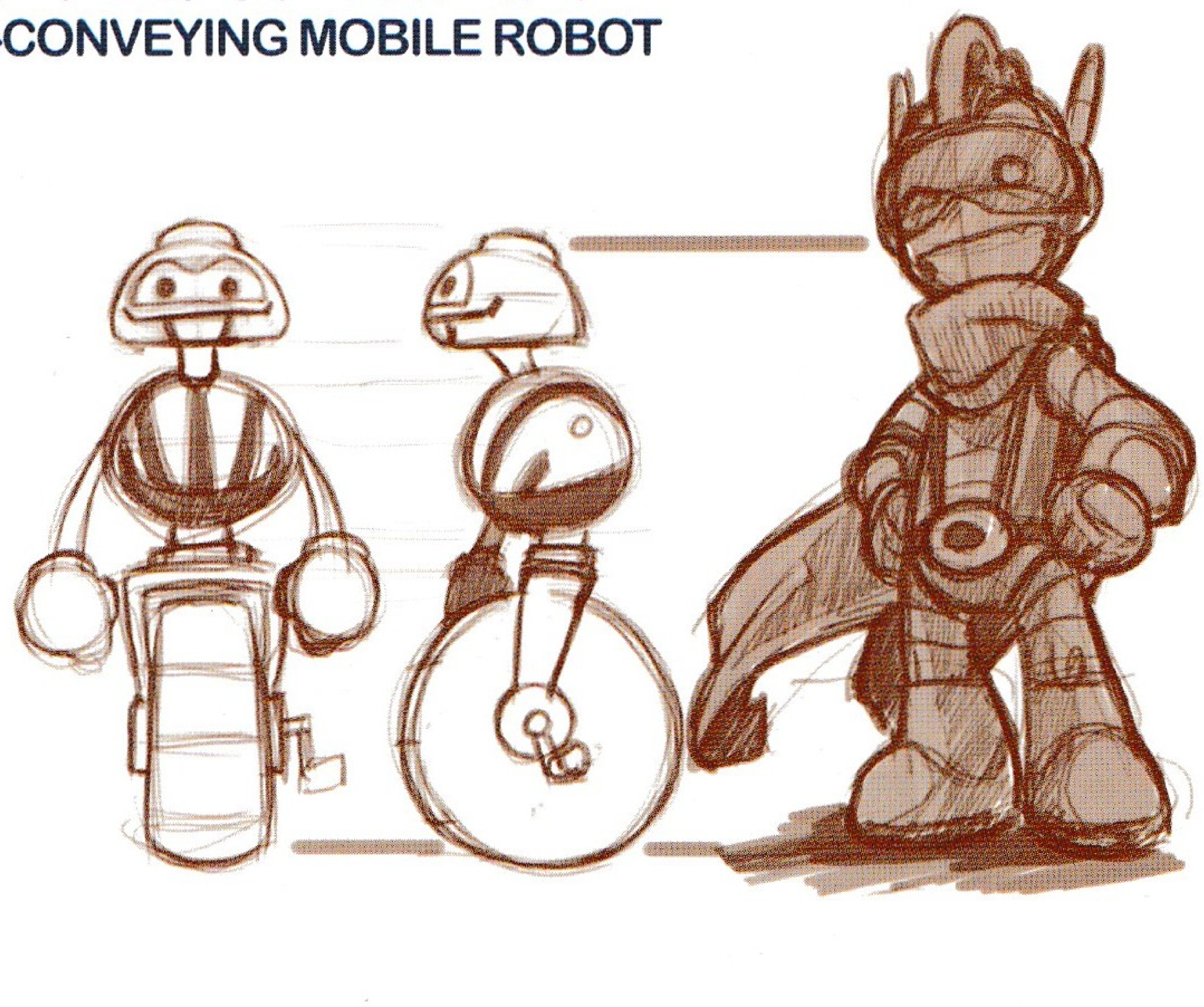
# ALPHA MAN

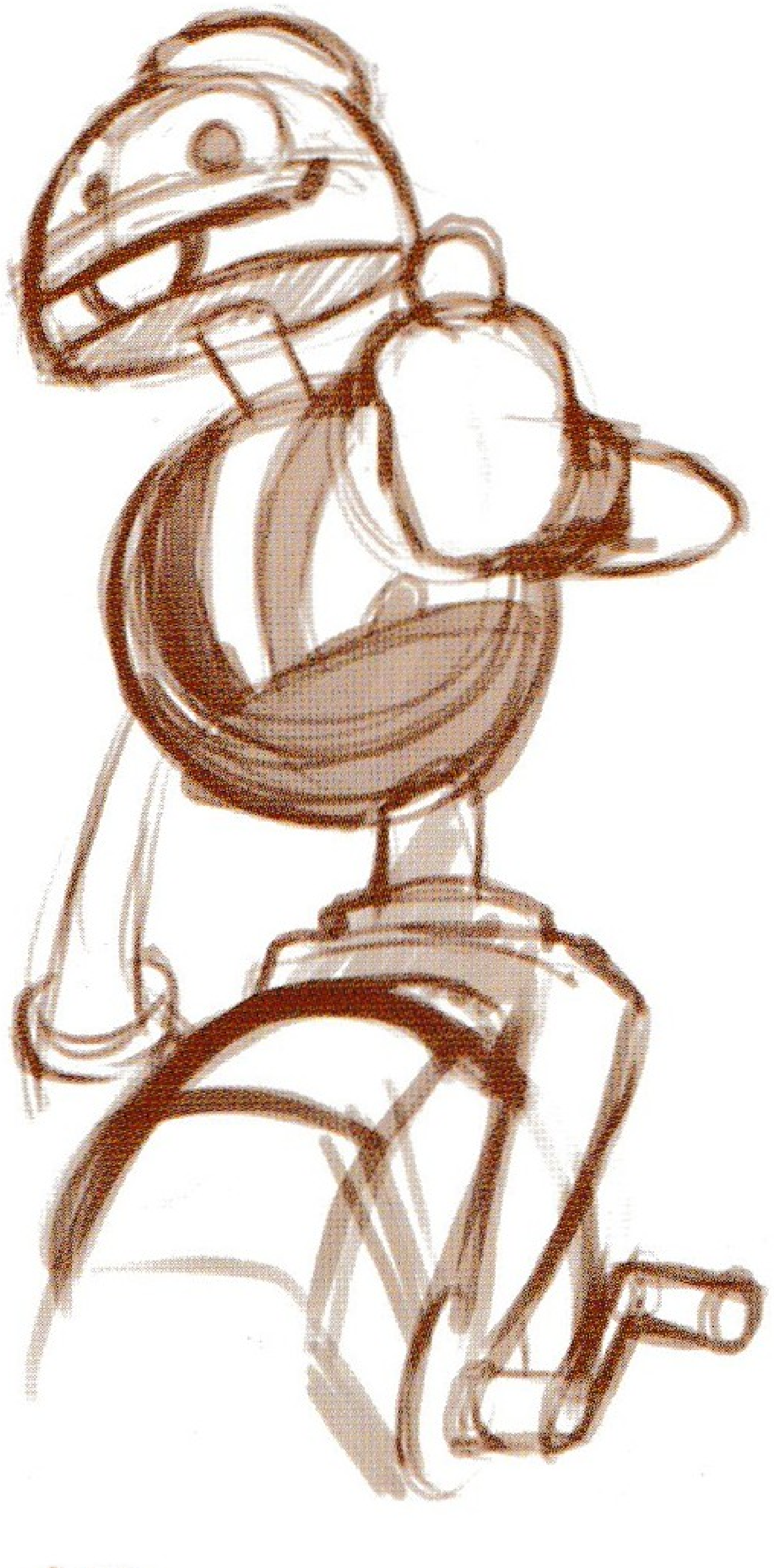
## ALIEN SIDEKICK OF SUPREME MENTORING

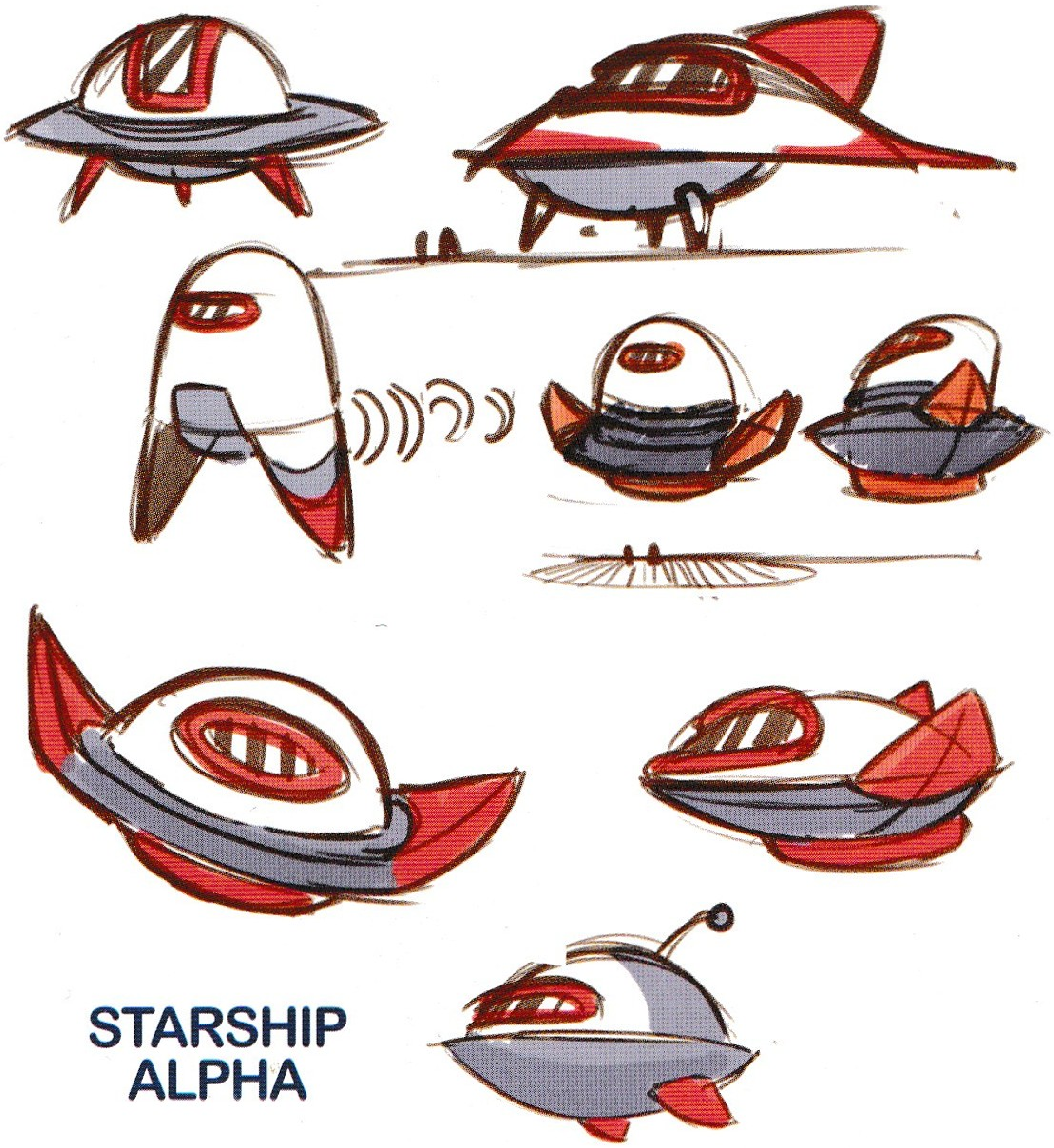


# LOTTERY MAN

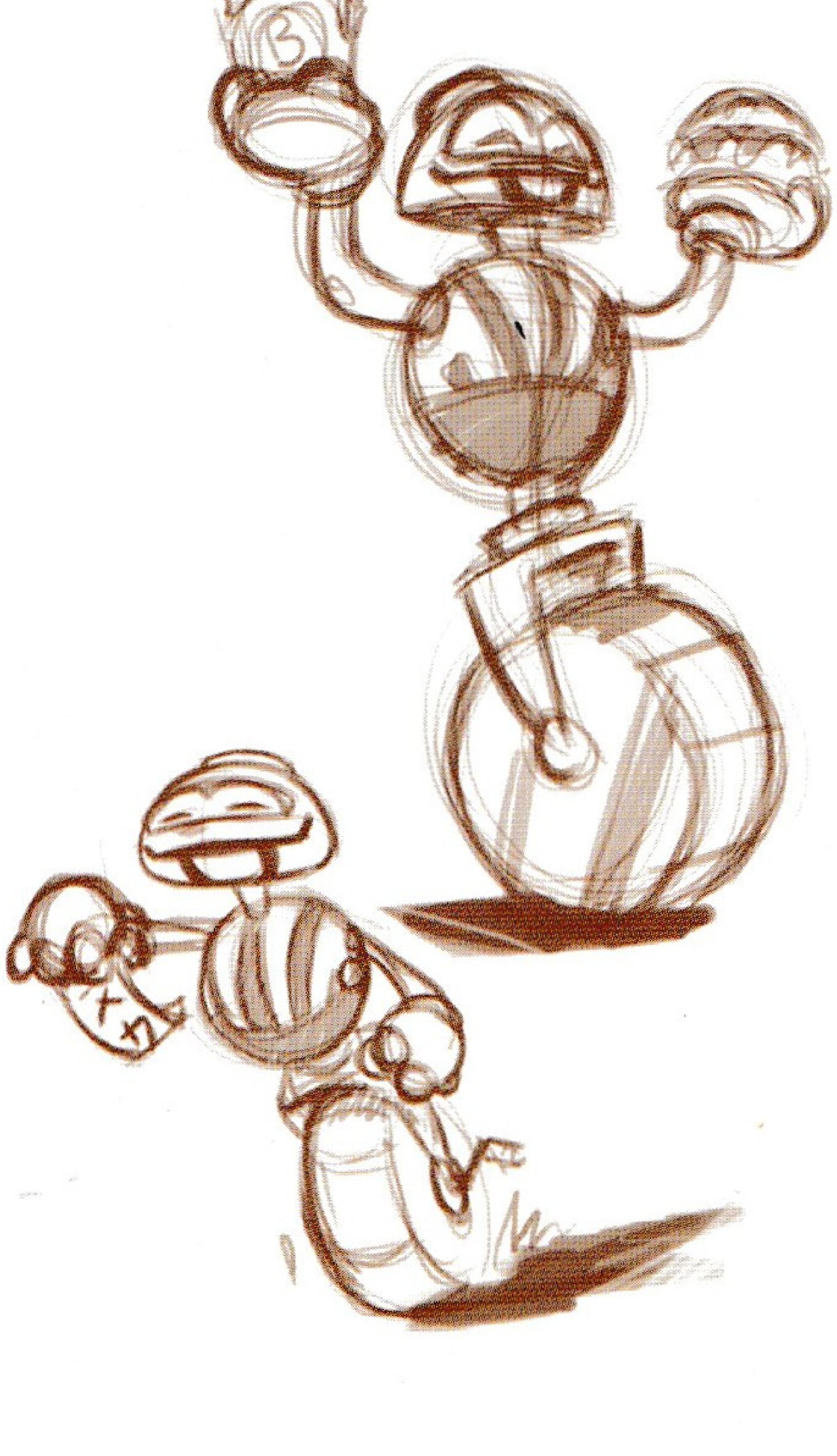
## SNACK-CONVEYING MOBILE ROBOT

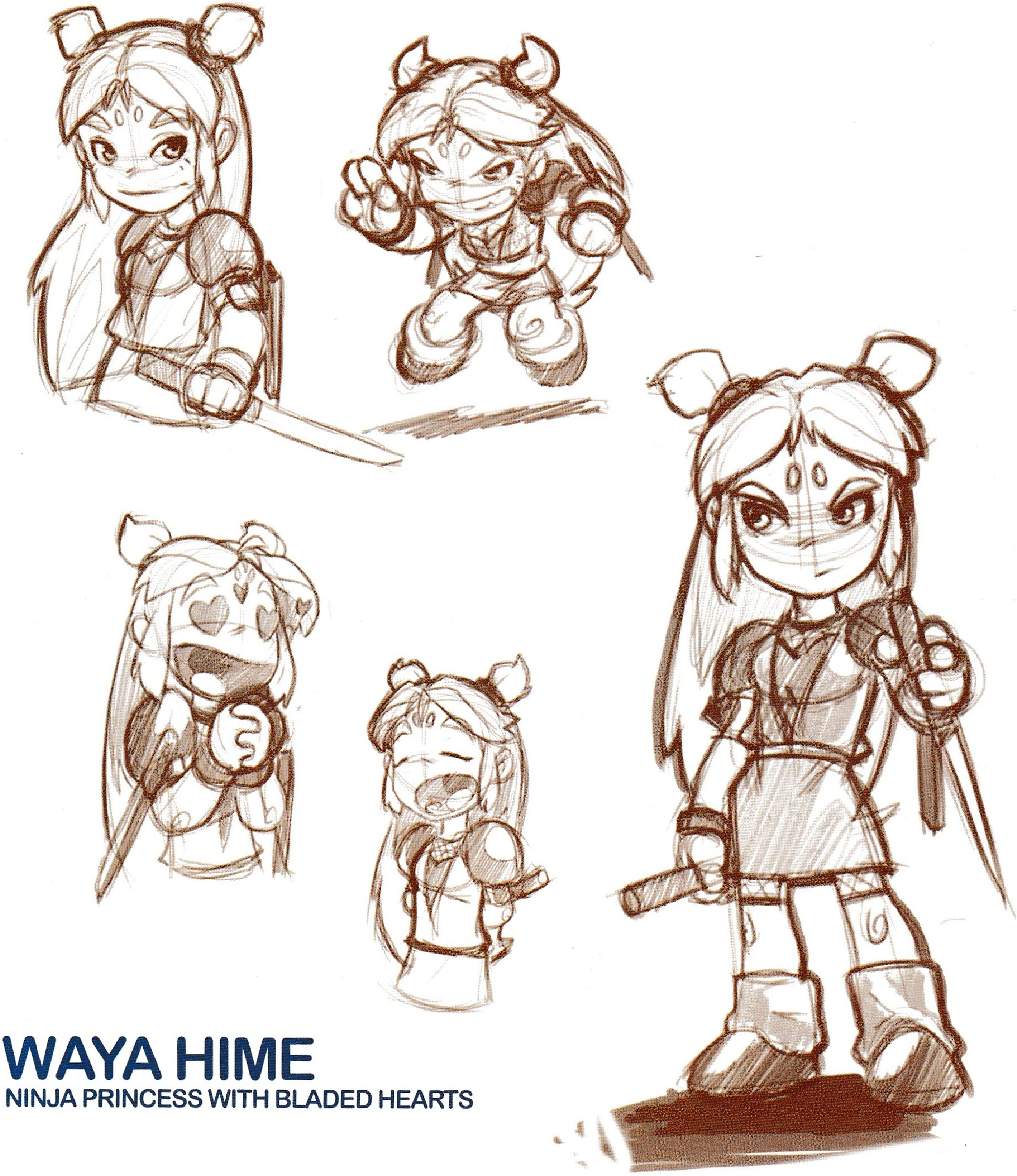






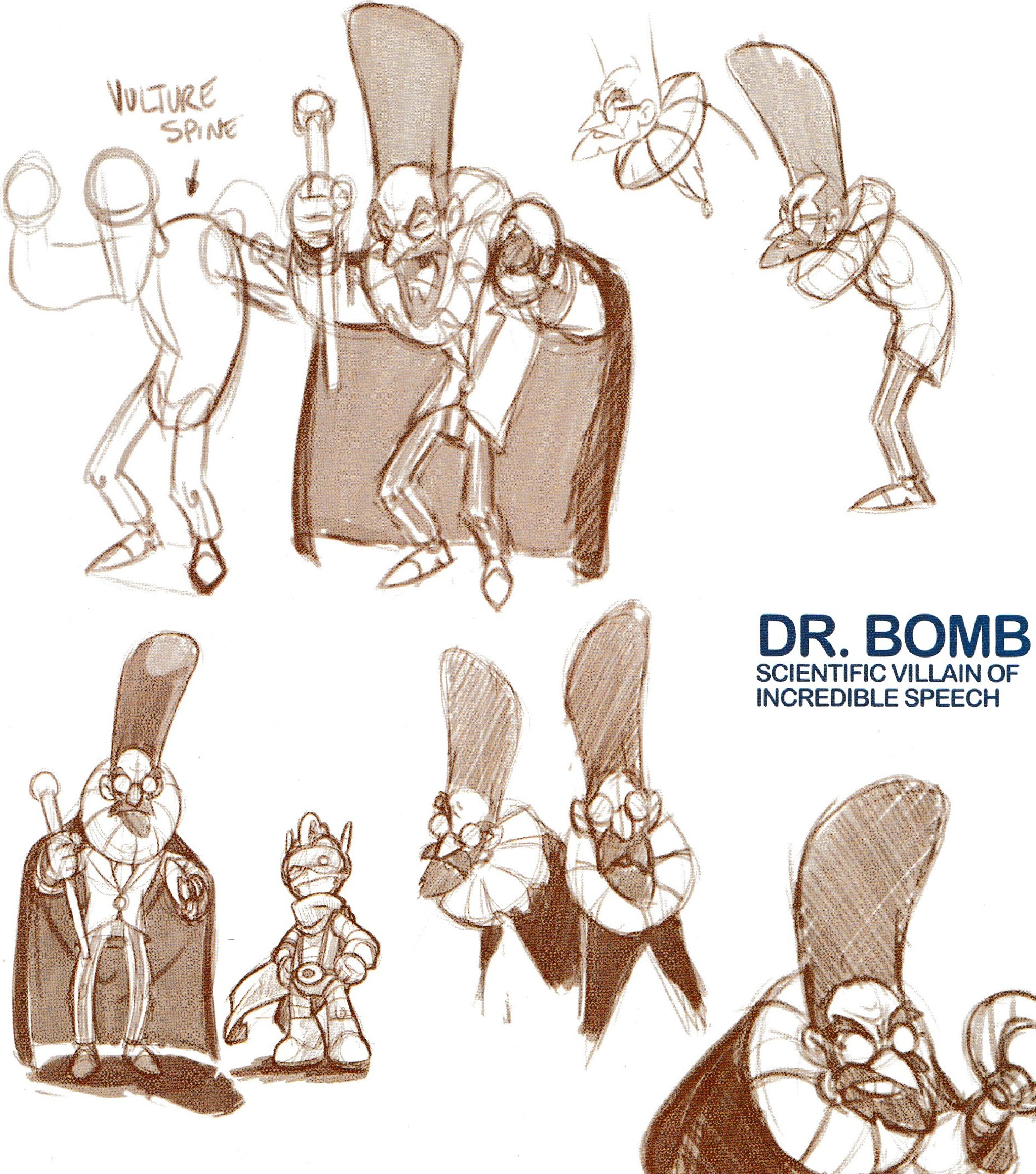
**STARSHIP ALPHA**



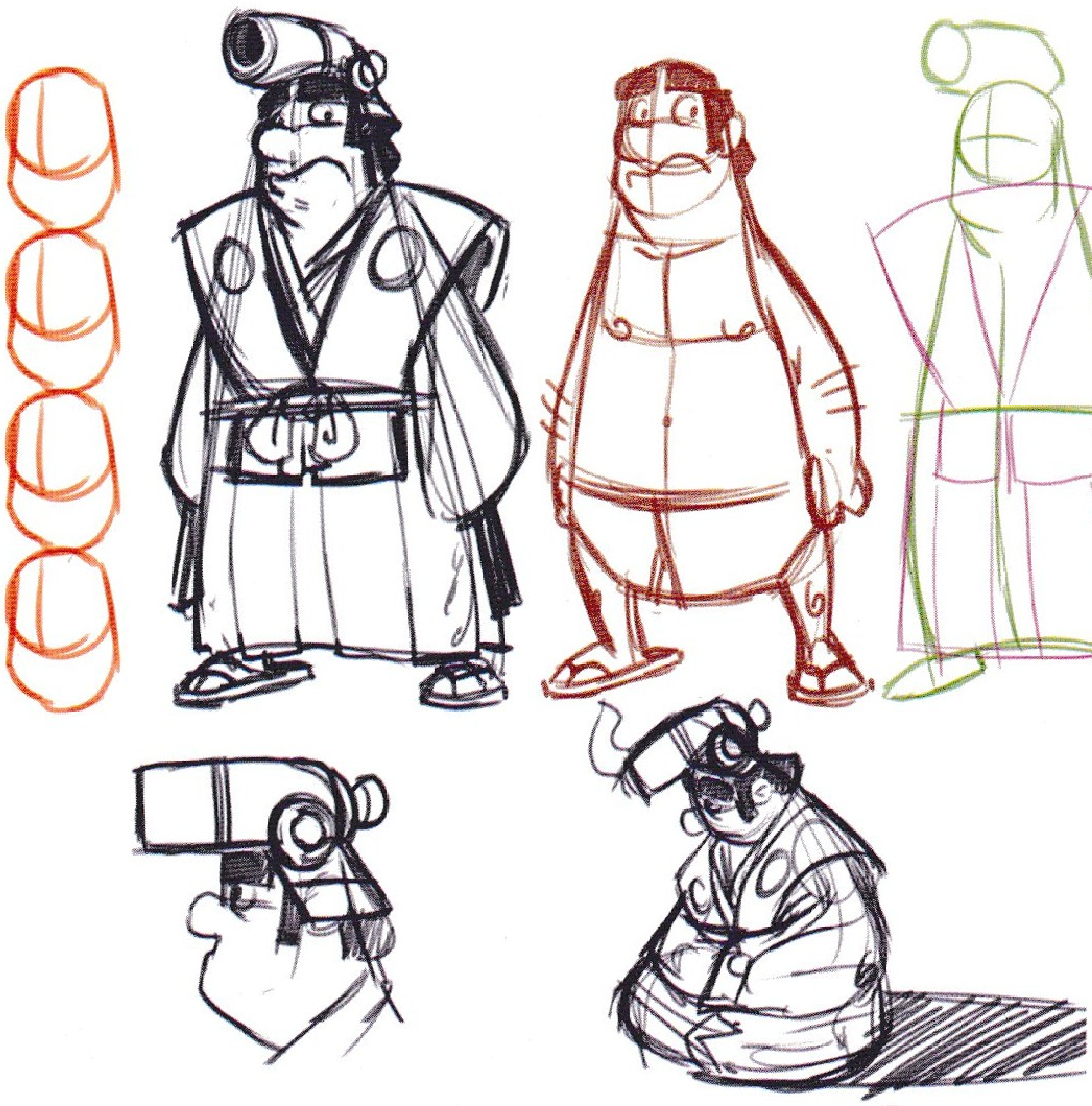


## WAYA HIME

### NINJA PRINCESS WITH BLADED HEARTS

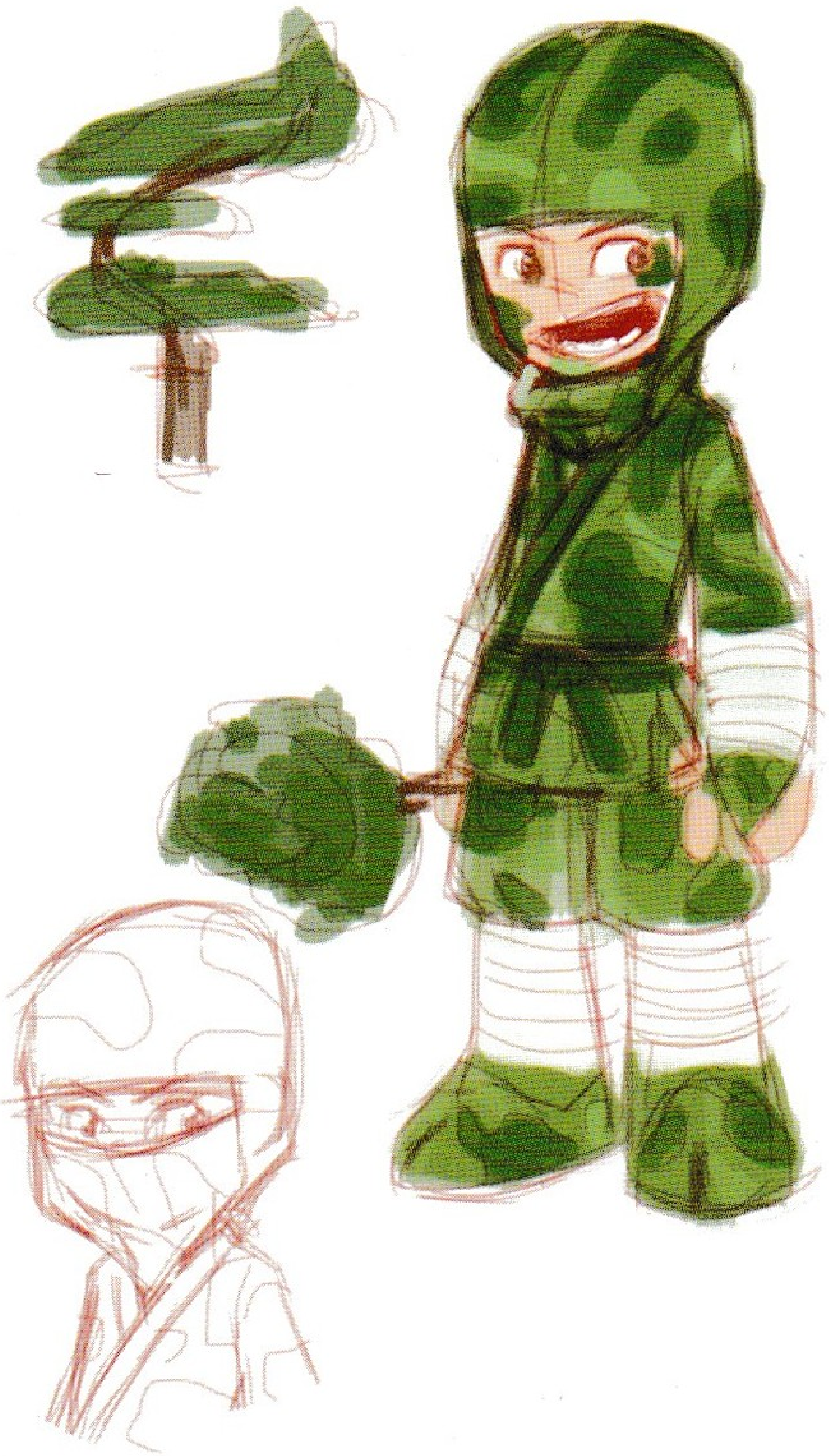

VULTURE SPINE

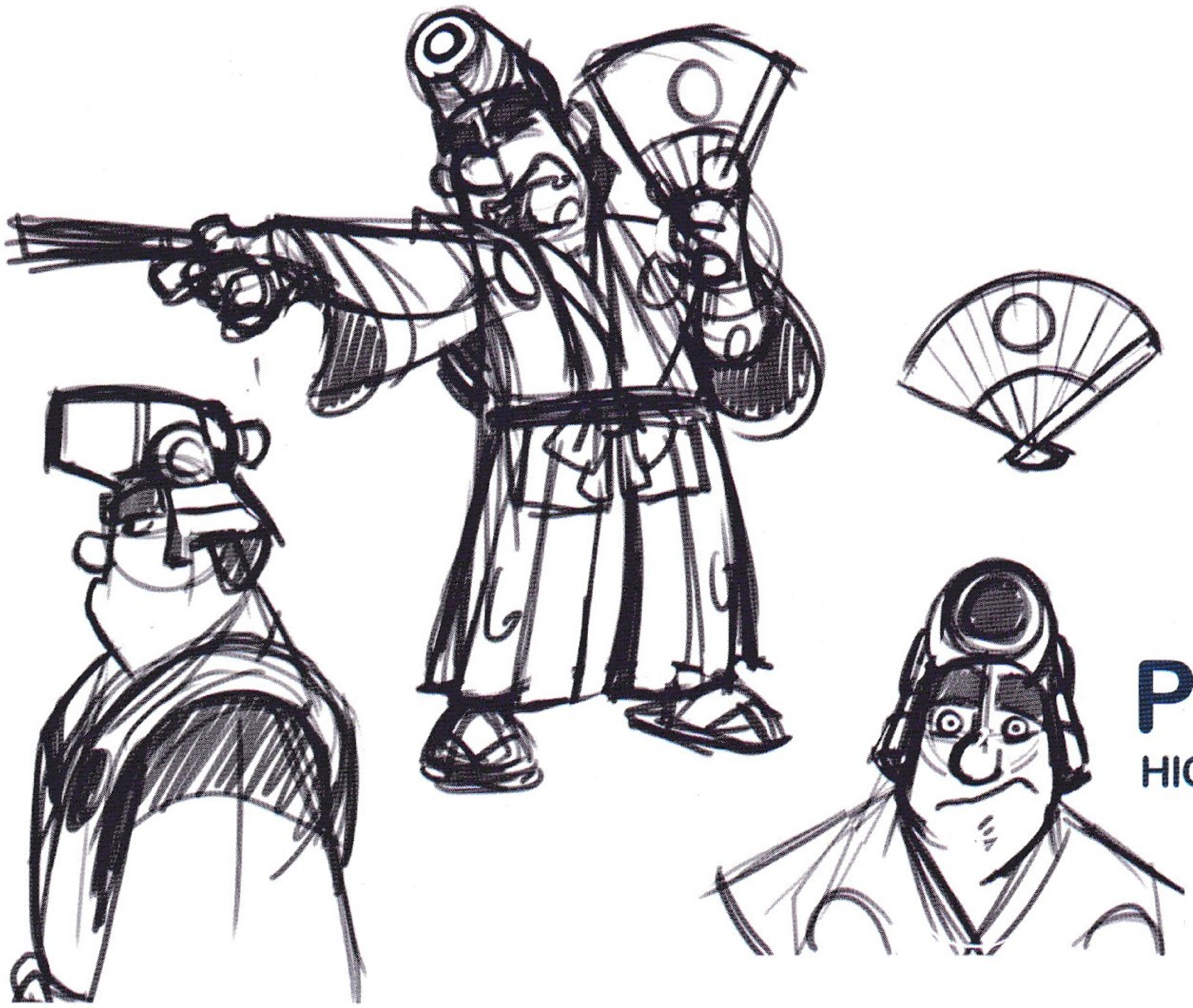
## DR. BOMB
### SCIENTIFIC VILLAIN OF INCREDIBLE SPEECH



# CAMO

## INVISIBLE ARBORIST NINJA



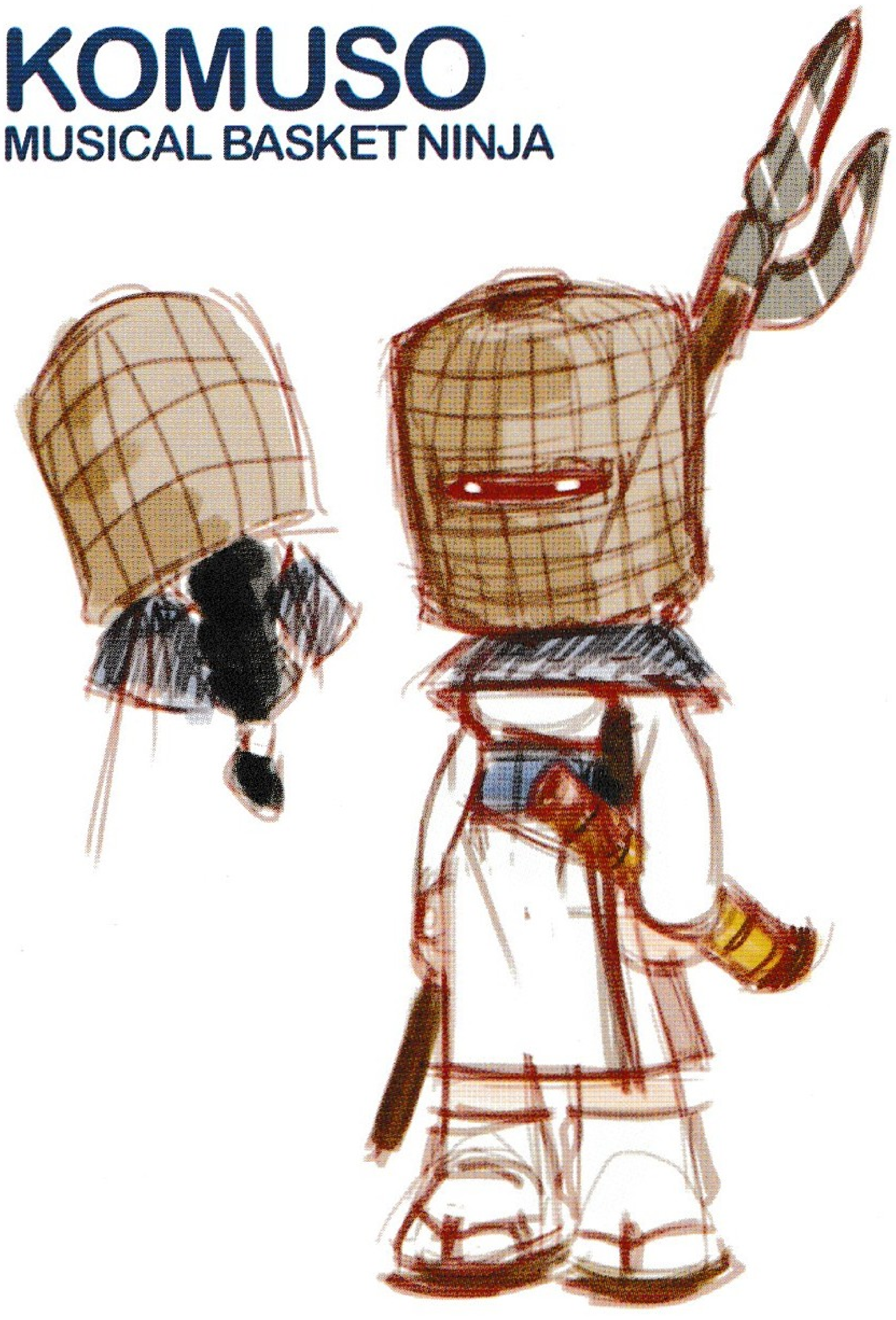


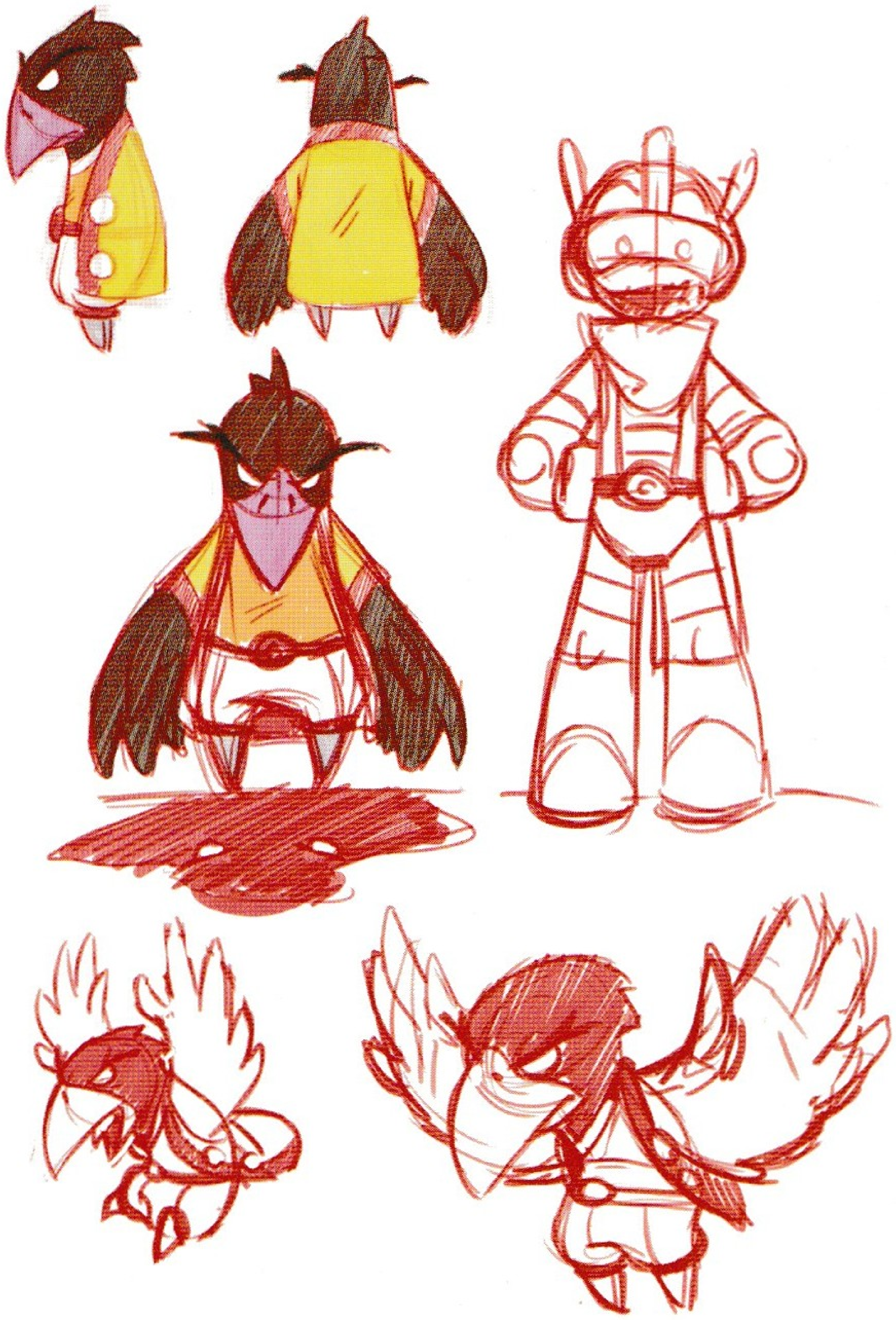
# PISTOL DAIMYO

## HIGH-FLYING FEUDAL LORD

## KOMUSO

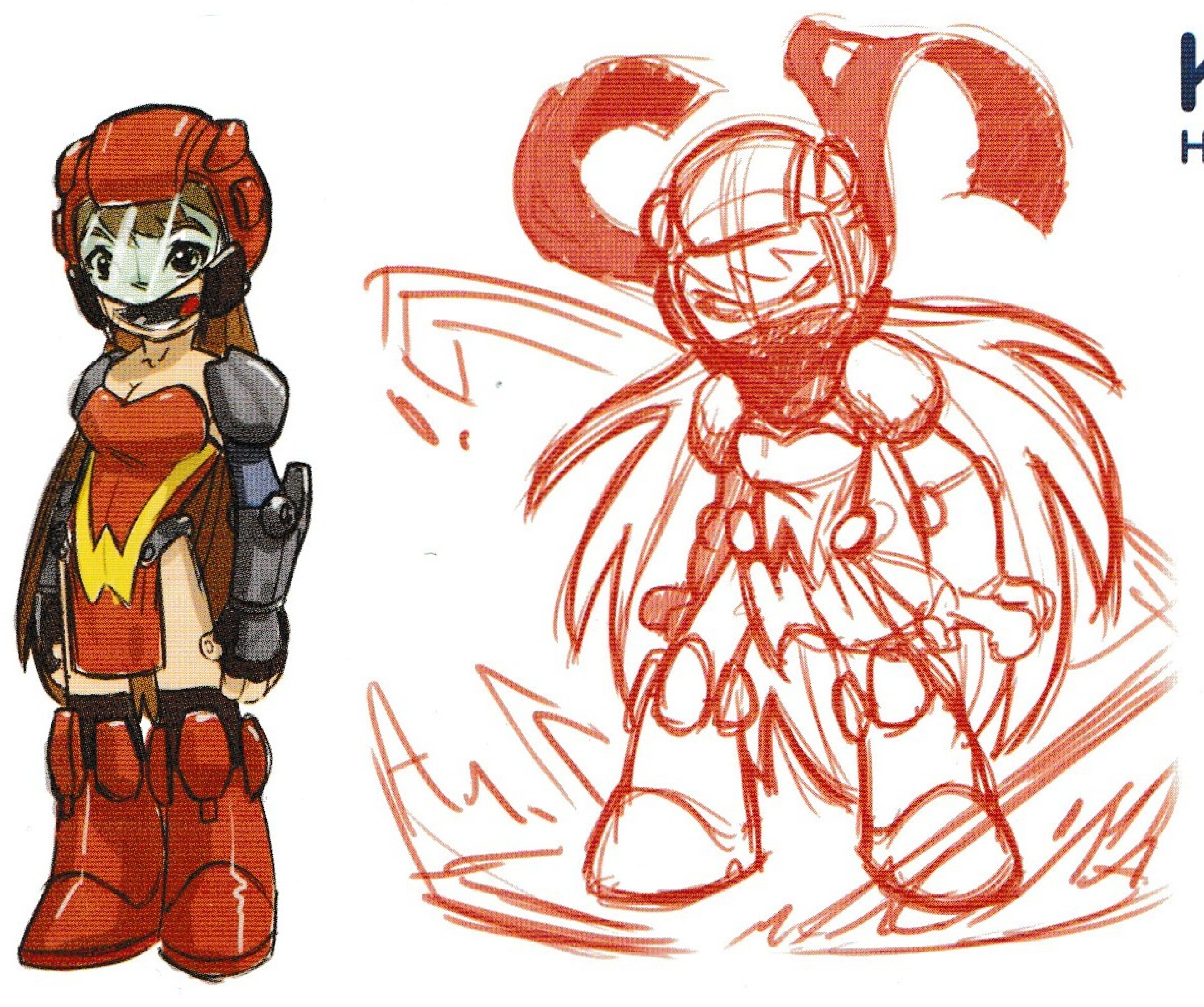
MUSICAL BASKET NINJA





## KARASU TENGU

HENCHLING CROW DEMON ARMY

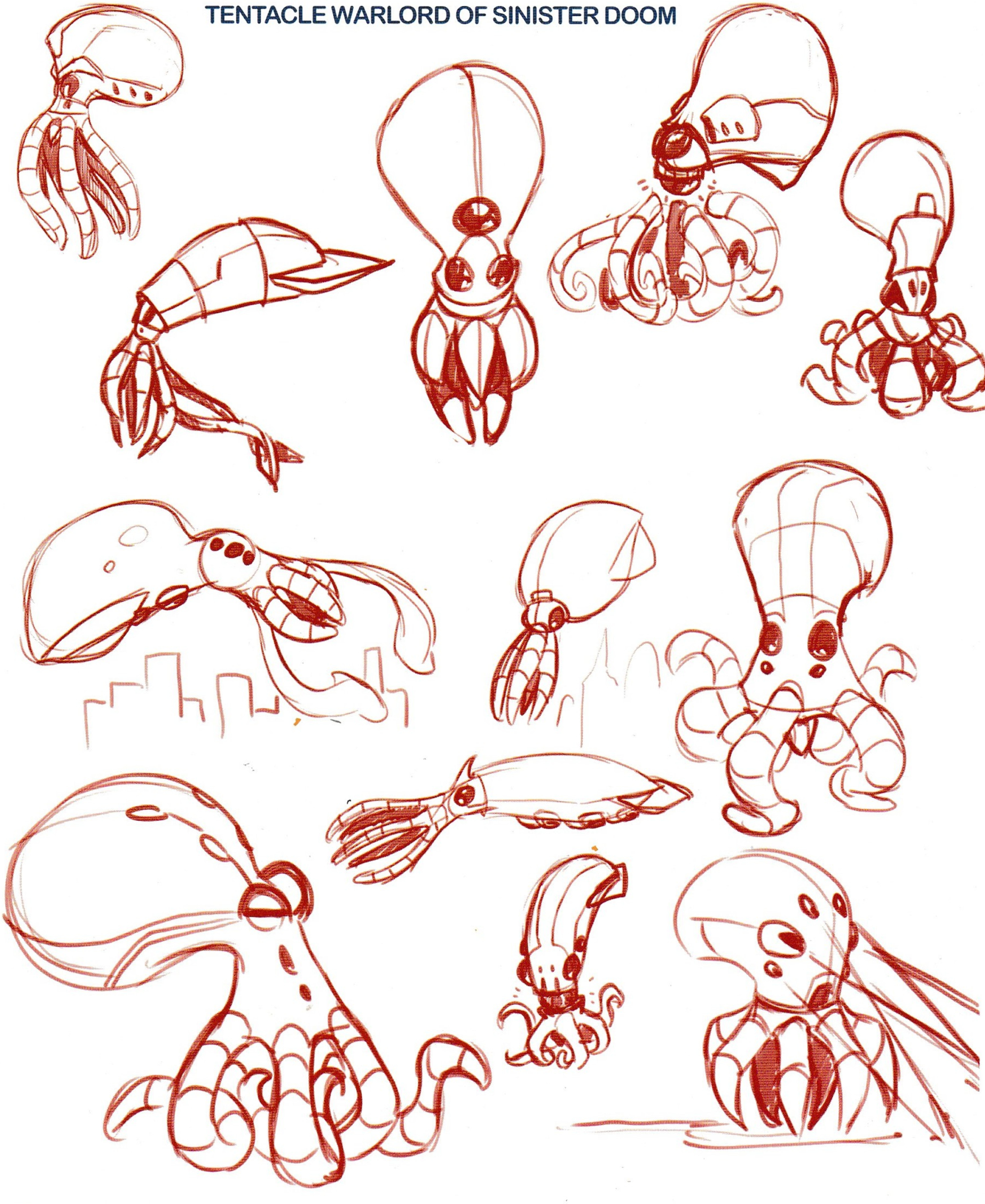


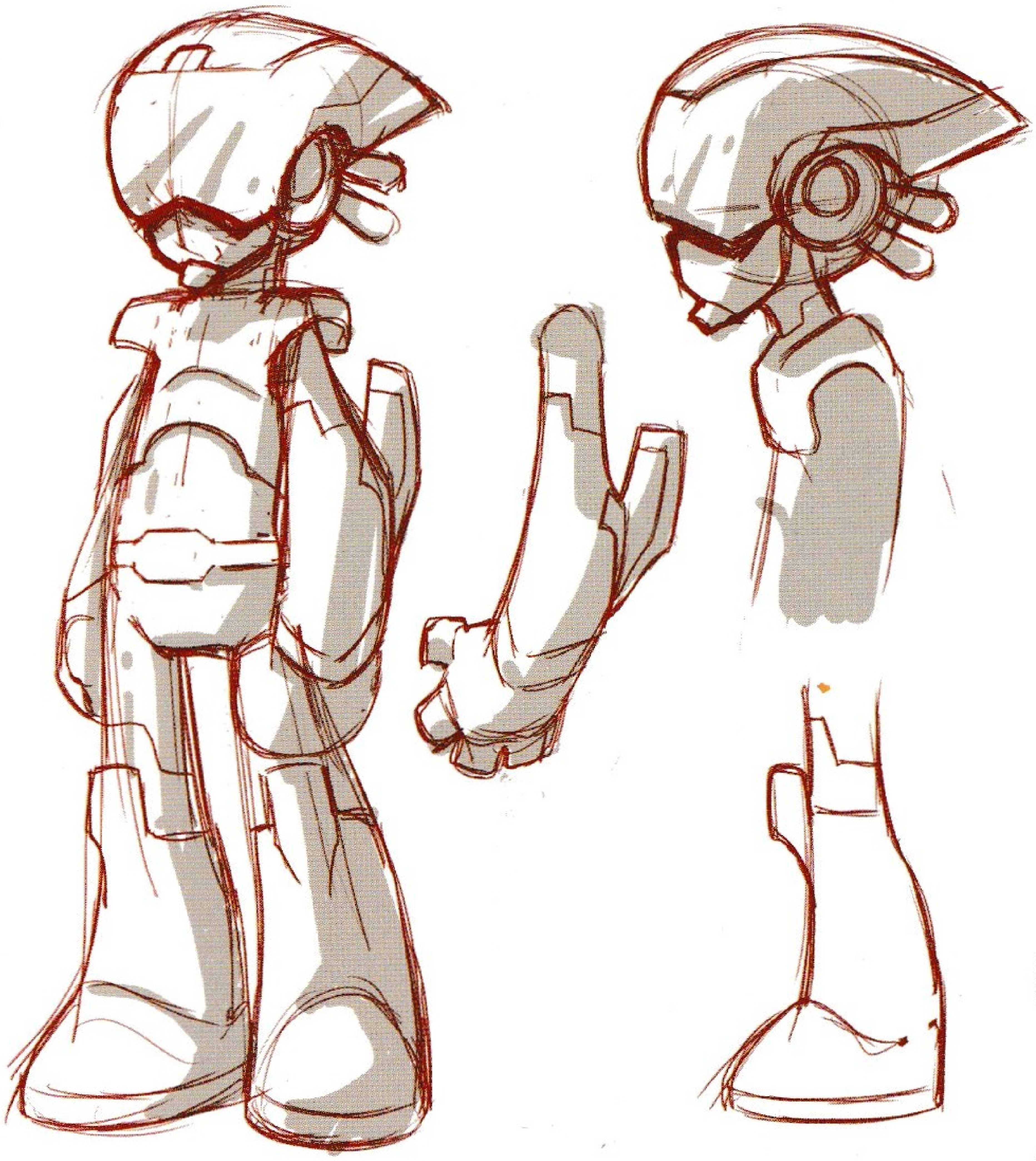
## WONDER MOMO

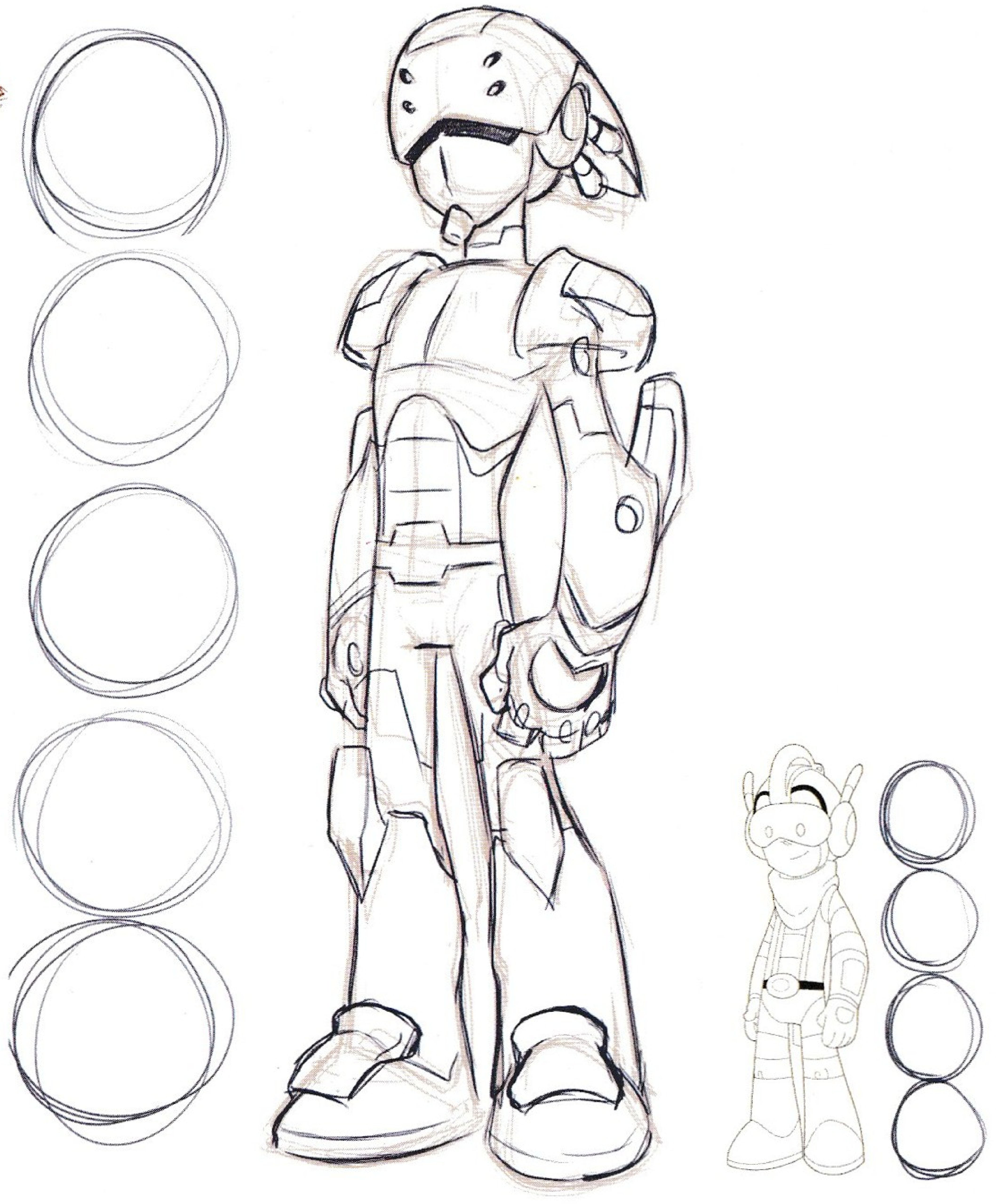
TEEN BATTLE IDOL

# ZULU

## TENTACLE WARLORD OF SINISTER DOOM

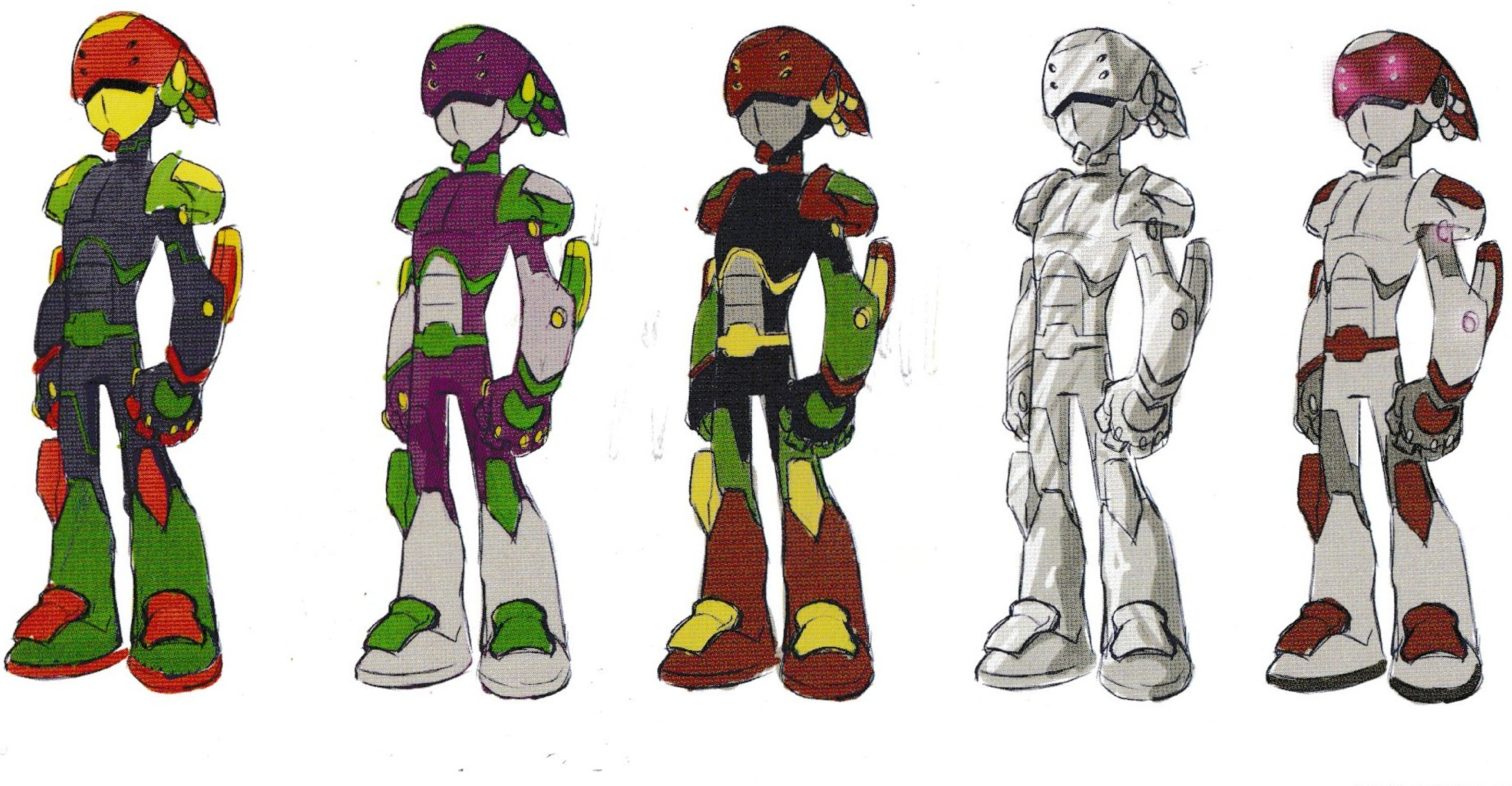






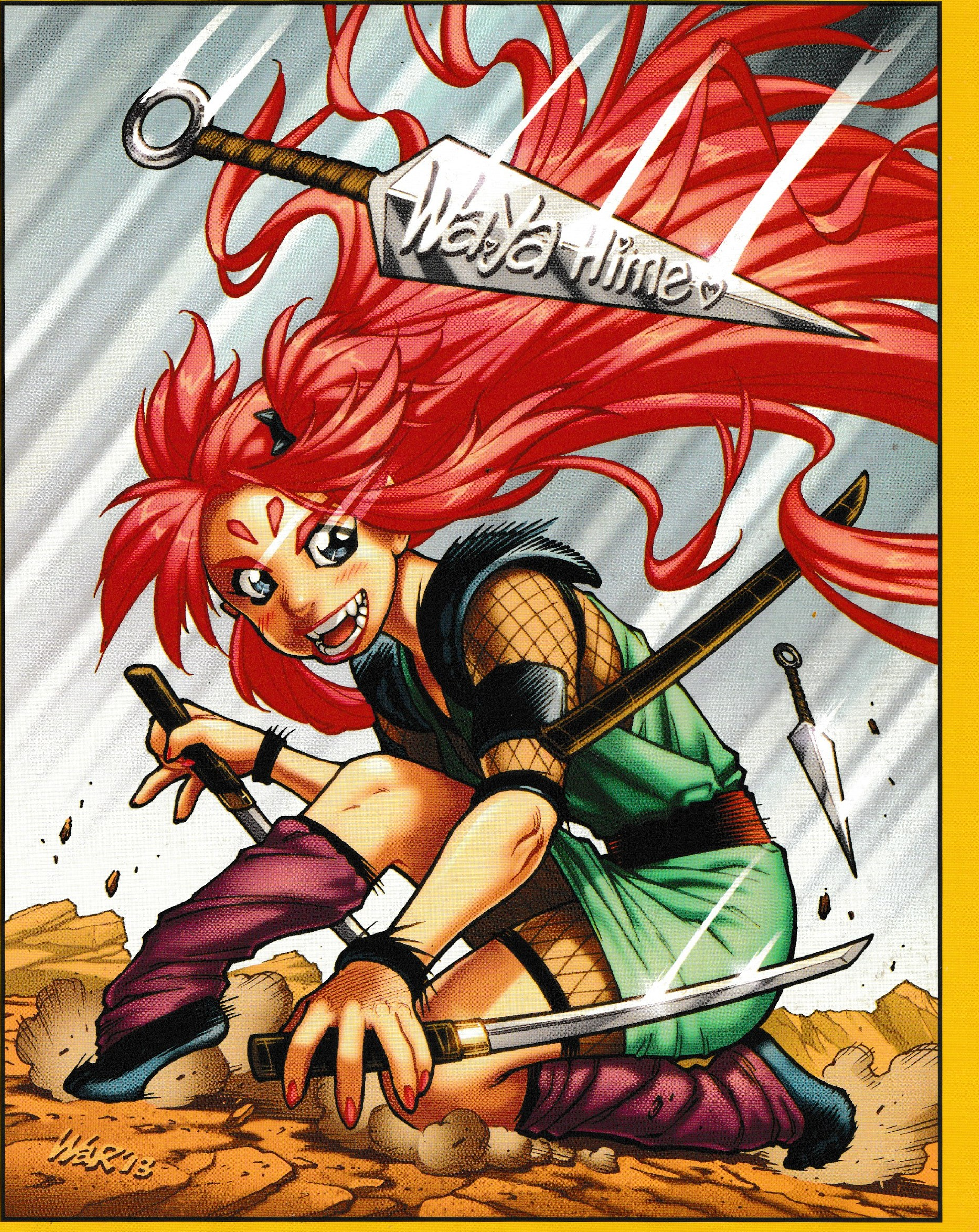
## BRAVO MASTER

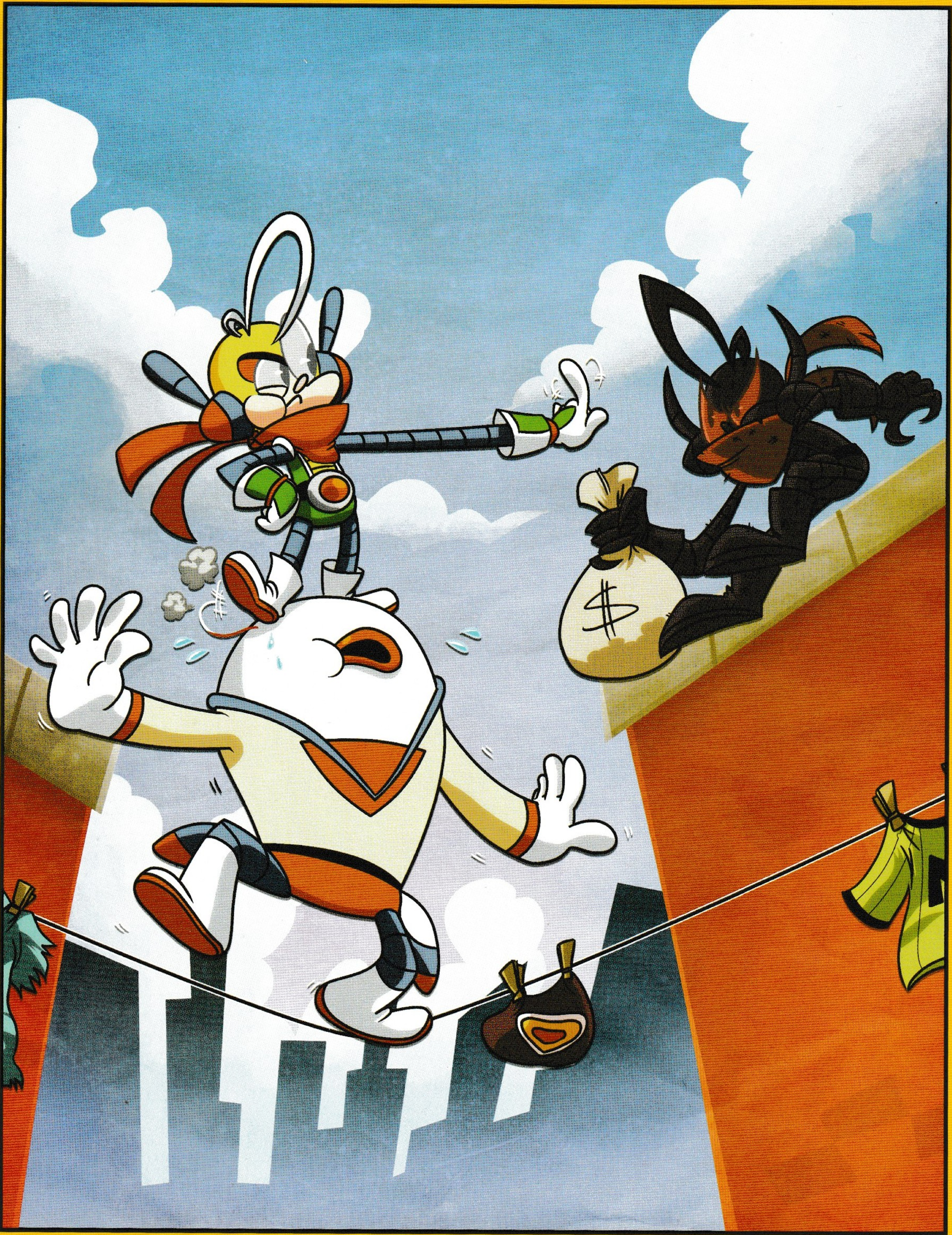
### ULTIMATE FUSION OF RIGHTEOUS HEROISM



Bravoman Tribute Art : JEFFREY "CHAMBA" CRUZ

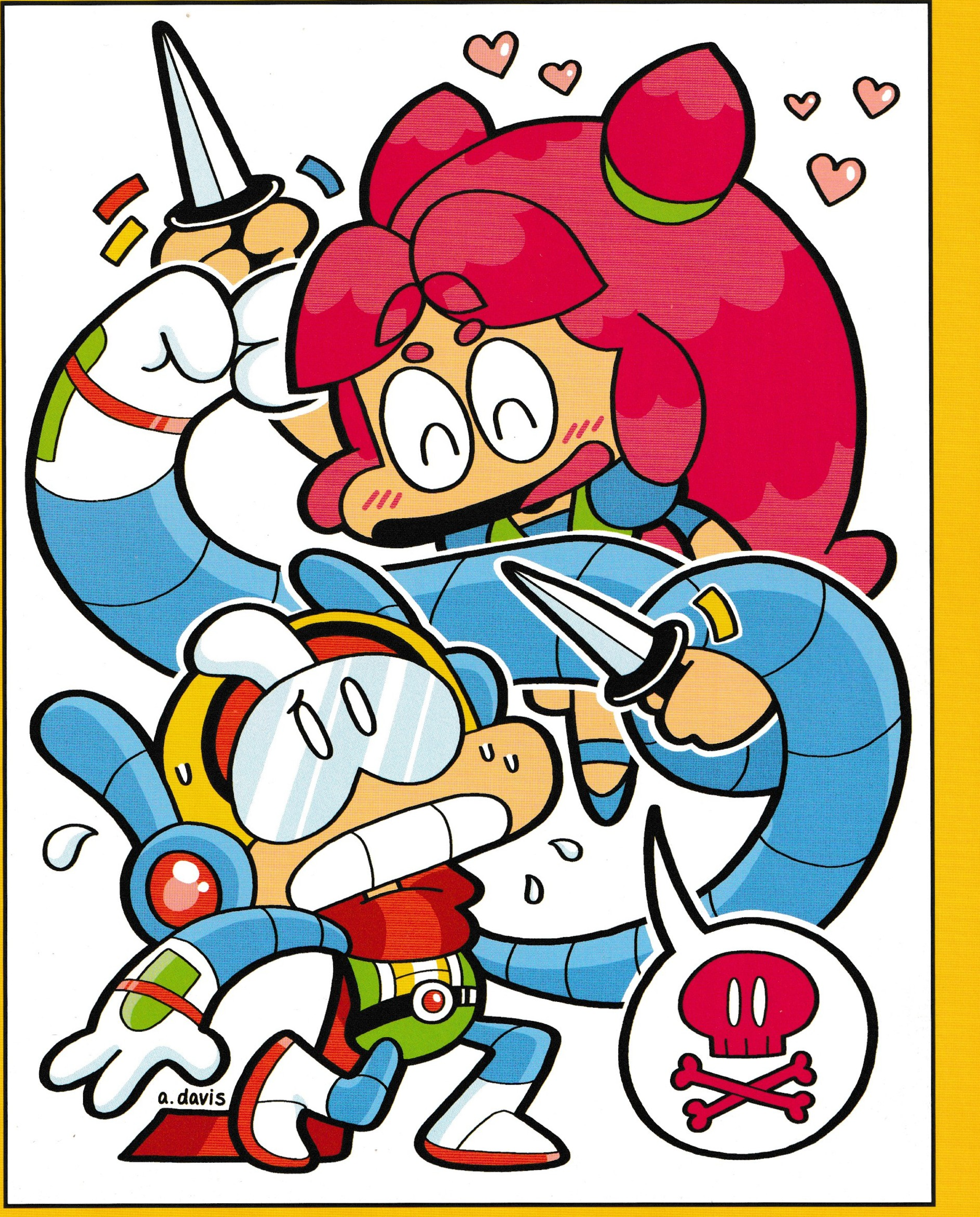
Bravoman Tribute Art : ADAM WARREN with ESPEN GRUNDETJERN

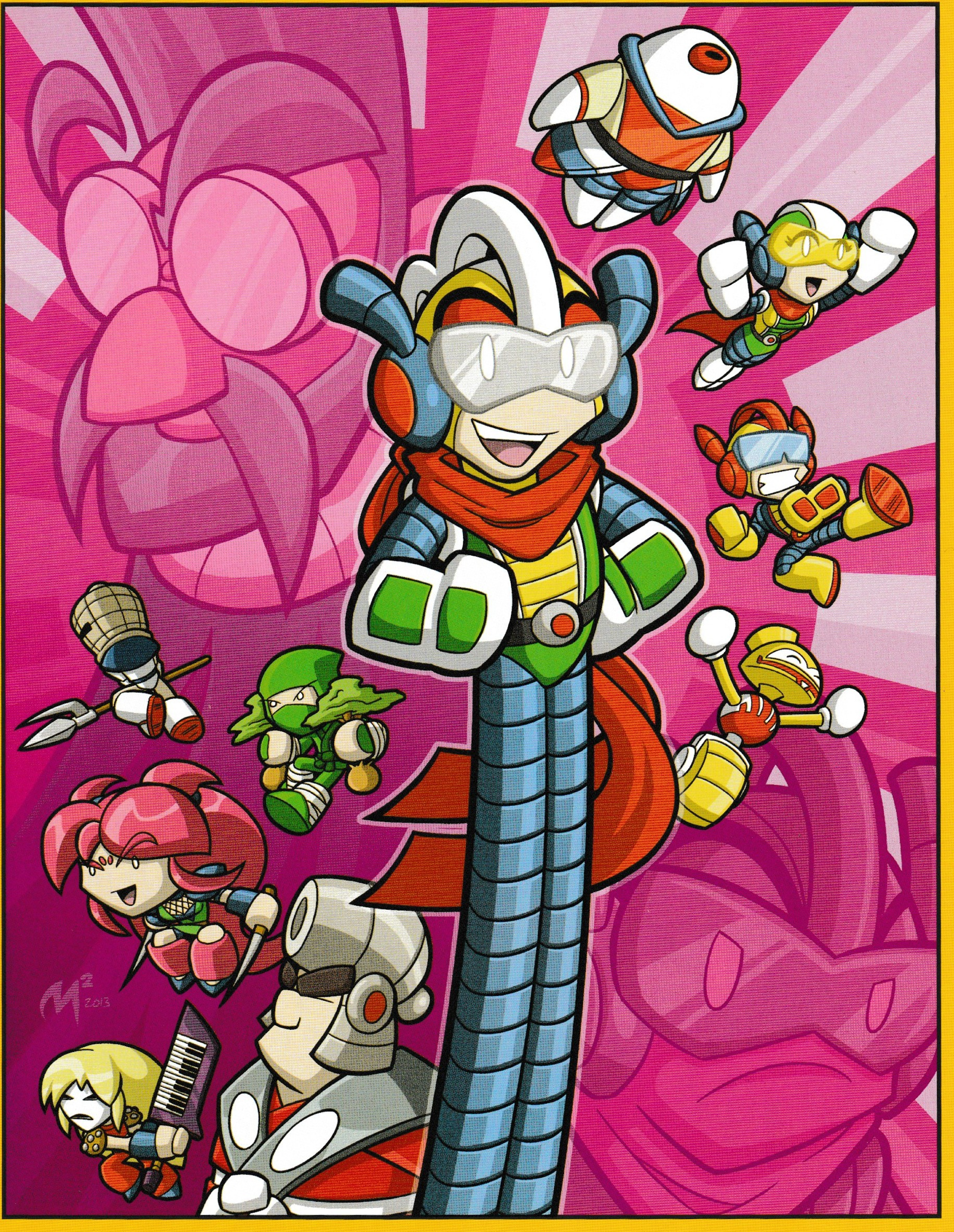

WaYa Hime♡
WAR'18



Bravoman Tribute Art : JOSH PEREZ

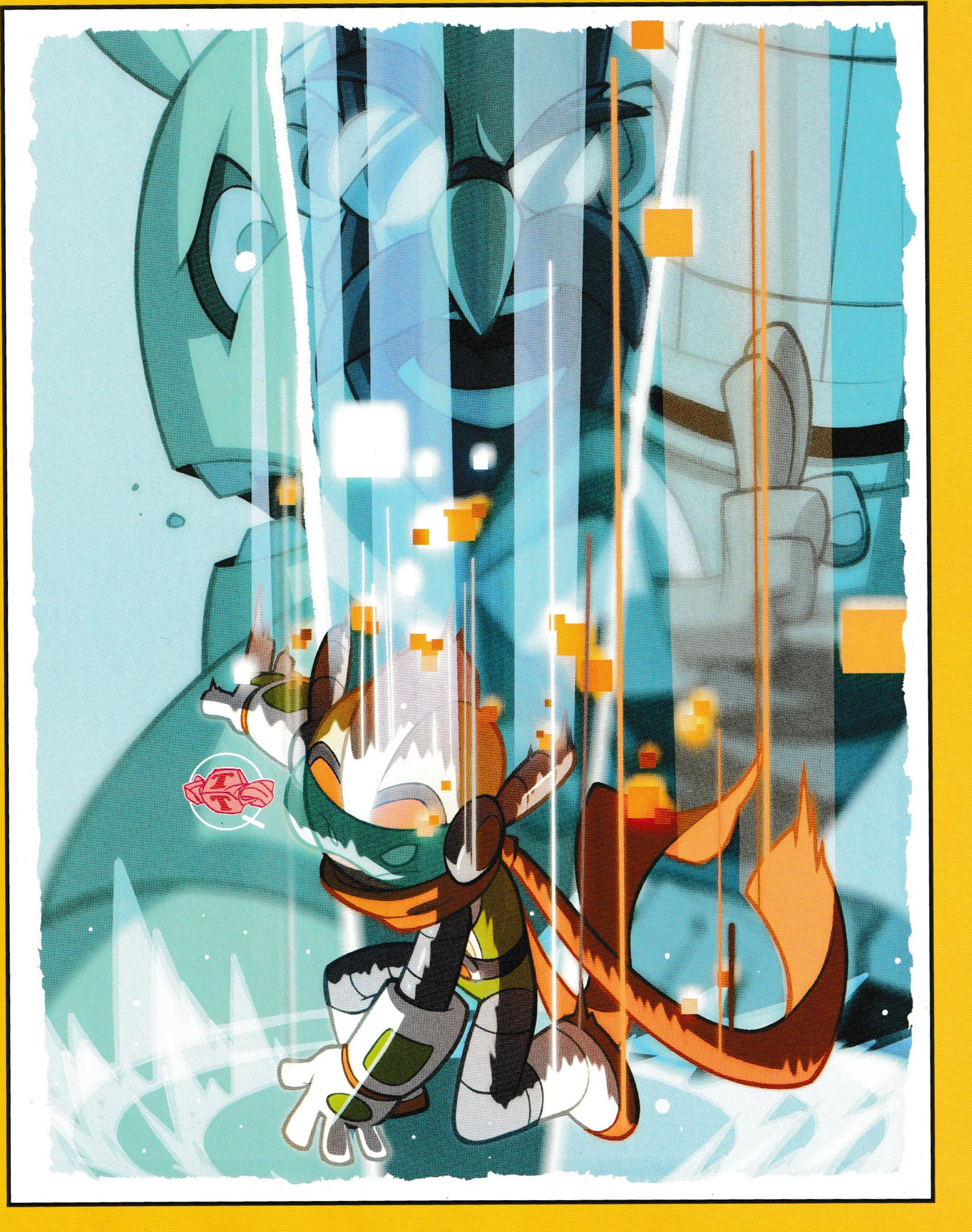
Bravoman Tribute Art : ASHLEY DAVIS

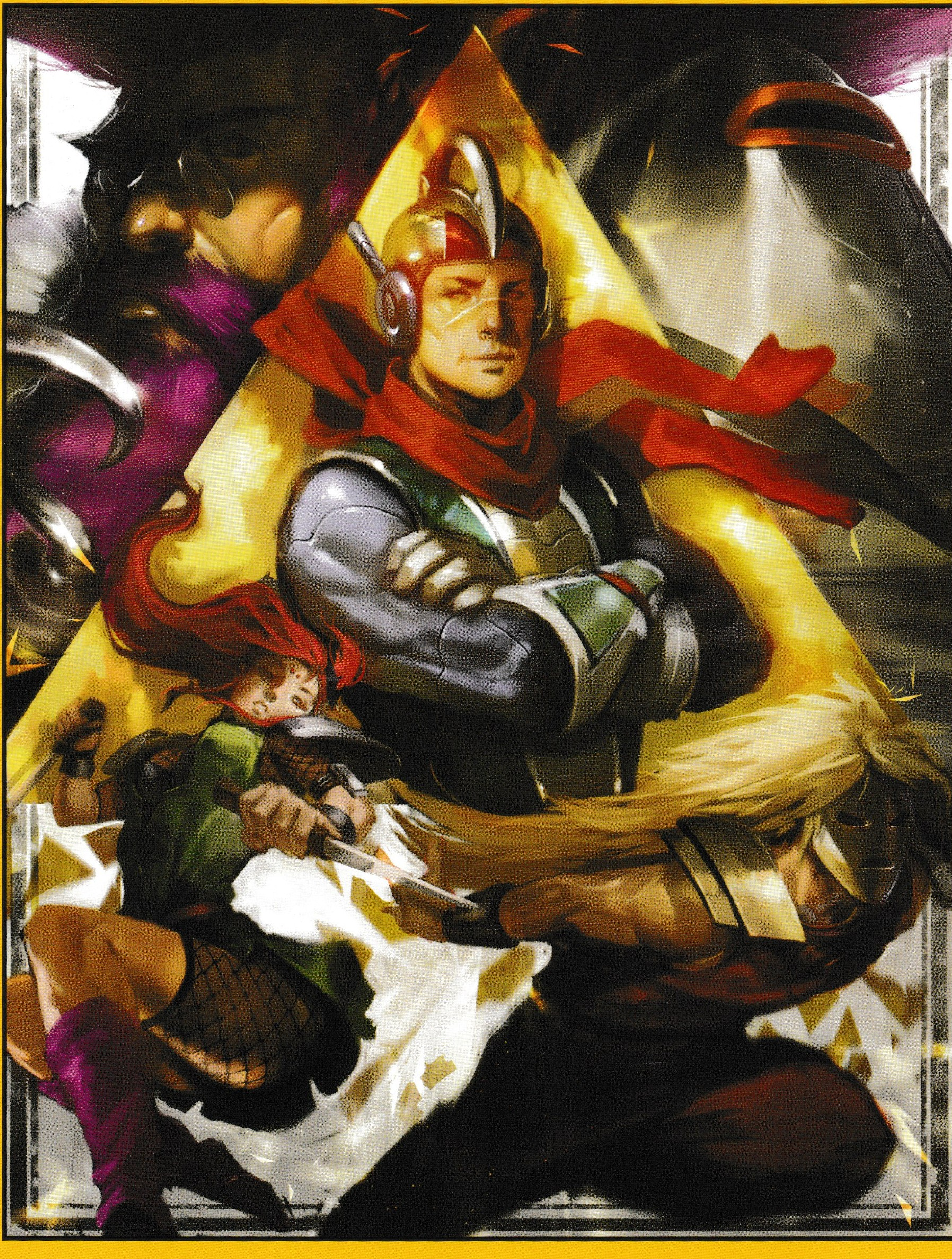




Bravoman Tribute Art : **MATT MOYLAN**

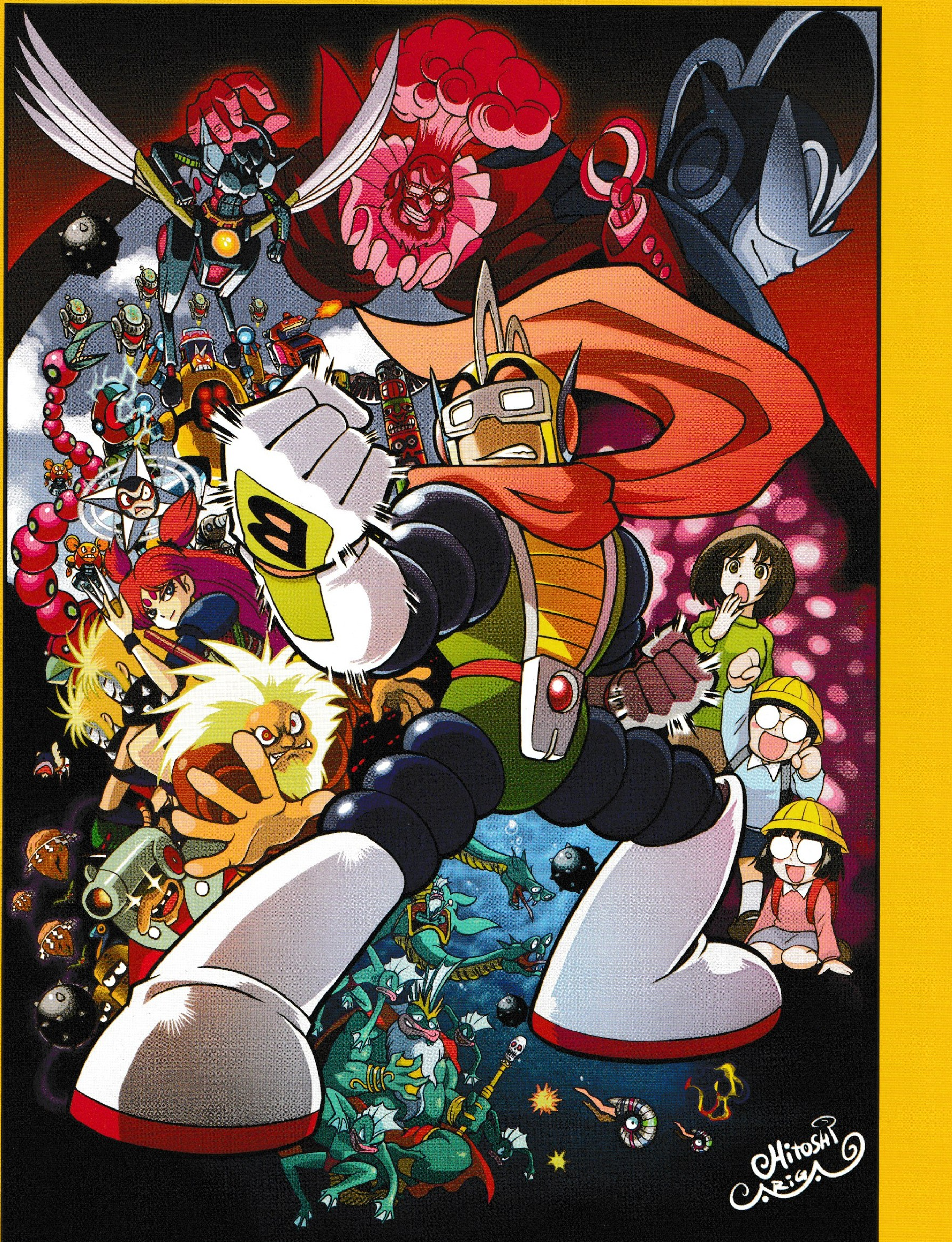
Bravoman Tribute Art : SEAN GALLOWAY with TABLE TAFFY STUDIO

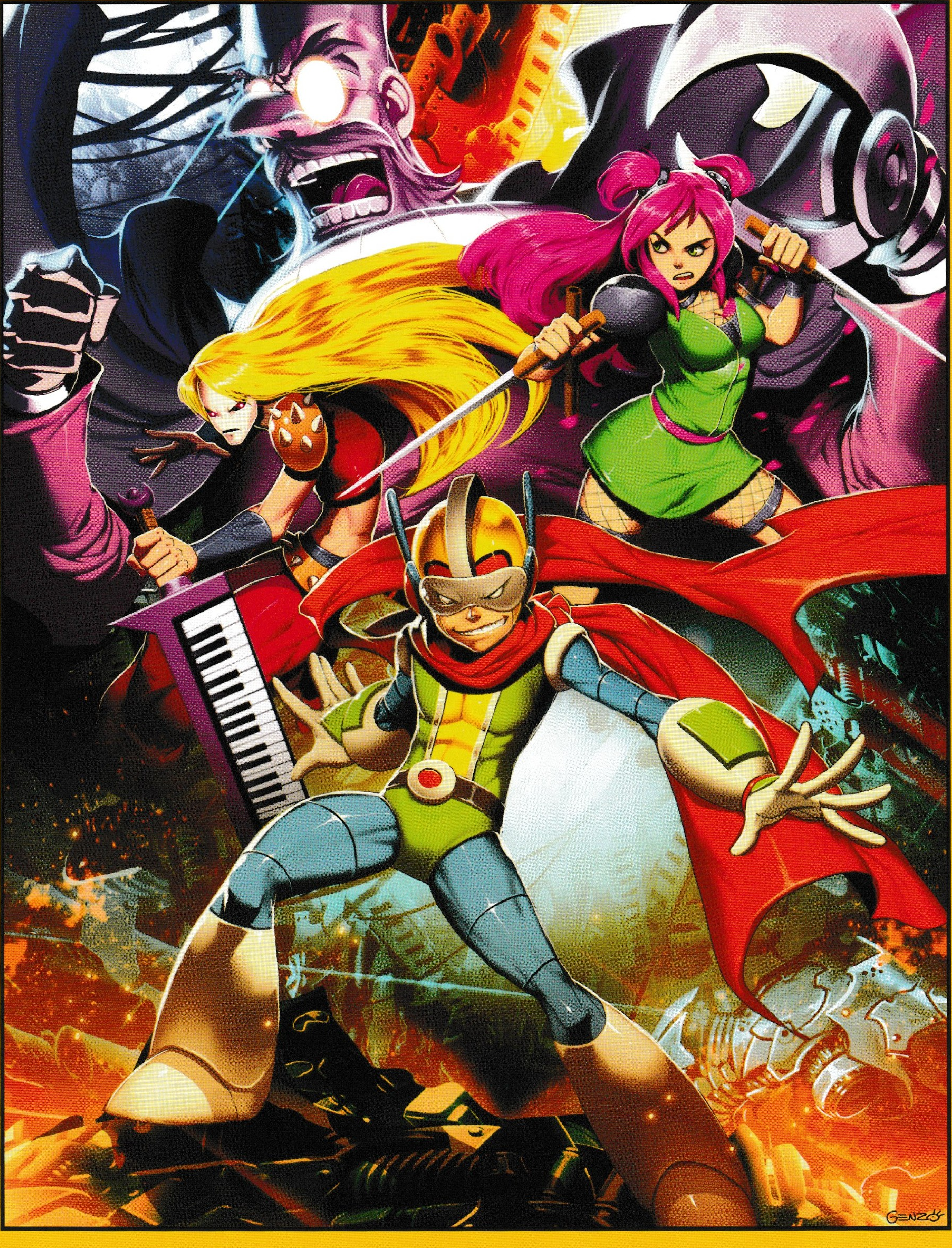




Bravoman Tribute Art : JAMES GHIO

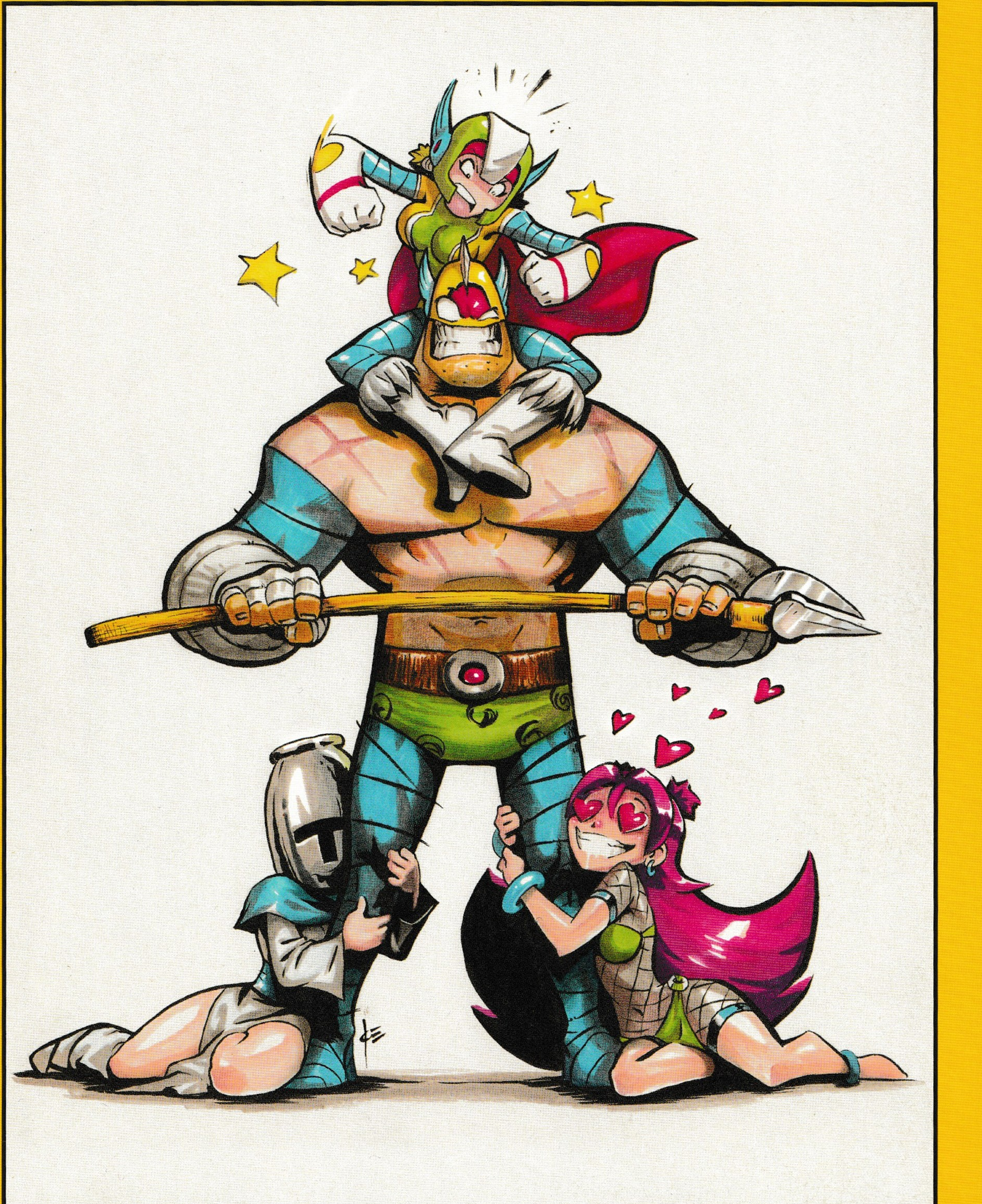
Bravoman Tribute Art : HITOSHI ARIGA

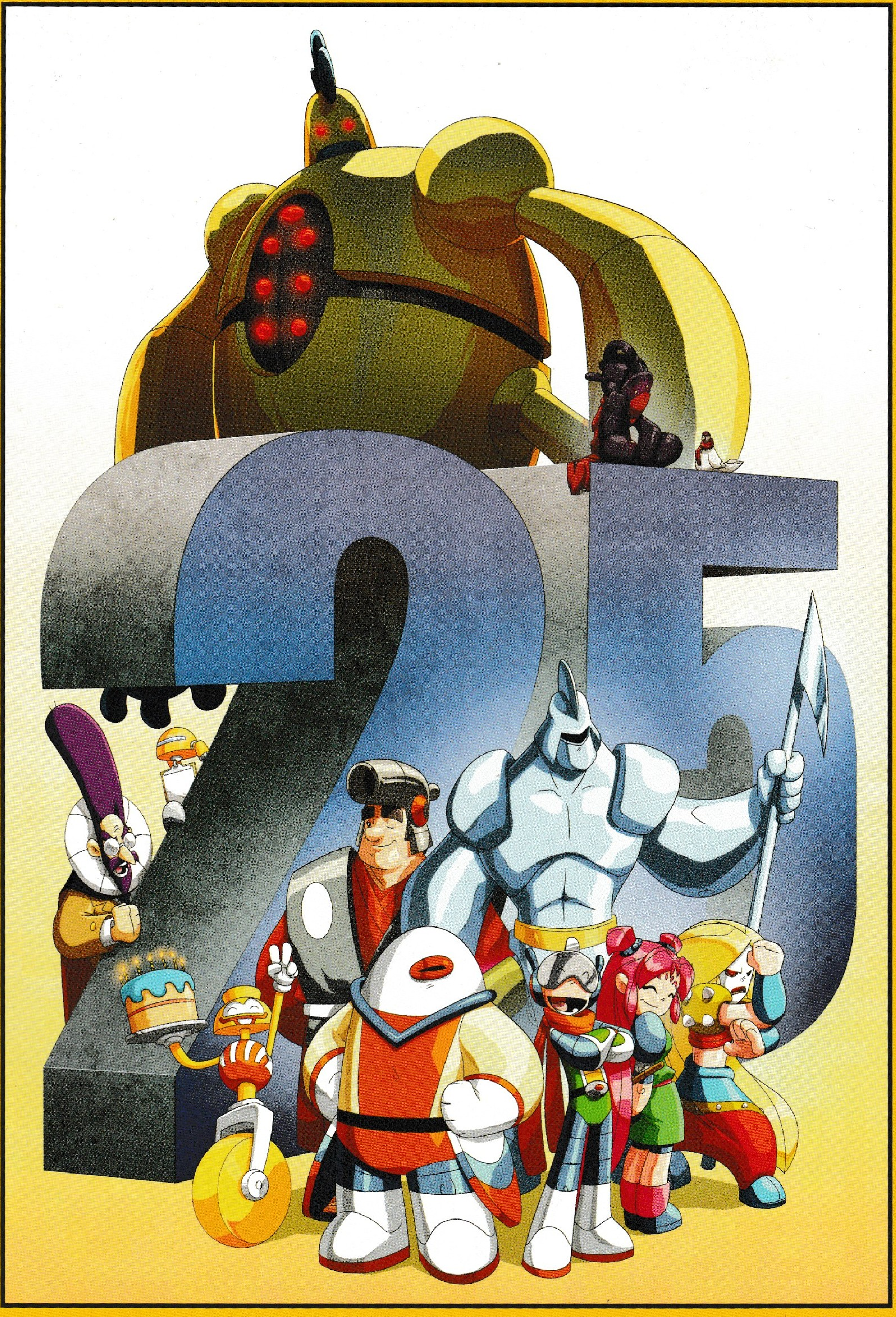

HITOSHI ARIGA



Bravoman Tribute Art : GONZALO ORDÓÑEZ ARIAS (GENZOMAN)

Bravoman Tribute Art : JOE VRIENS





Bravoman Tribute Art : DAX GORDINE with JOSH PEREZ

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KATAMARI
That could have gone better. What do we do now?!
Oh ho ho! Having some trouble, Prince?
Me? I think we're all in equal amounts of trouble here, unless you've got some brilliant way out of this mess.
As a matter of fact, I do! I've concocted the perfect technique for getting these robo-dogs off our backs.
Since it looks like you aren't up to the task, I guess I've got to save the day.
SUPER PATENTED ACE EVASION TECHNIQUE: ACTIVATE!
THERE'S GOT TO BE AN END TO THIS, RIGHT? WE'RE NOT GONNA HAVE TO LIVE IN SPACE SHOOTING ALIENS FOREVER, RIGHT?
WAIT, LONG-RANGE SENSORS ARE PICKING UP - A GIANT SPIDER SHIP? IT'S GIGANTIC, DUDE.
I GOT SOME SNACKS IN MY POCKETS. BUT IT'S LIKE, TRAIL MIX. AND I ALREADY ATE ALL THE GOOD PARTS.
THIS BETTER BE REAL AND NOT AN EXCUSE TO GET OUT OF HEARING ME COMPLAIN ABOUT YOU EATING THE BEST PARTS OF THE TRAIL MIX BECAUSE THAT IS HAPPENING DUDE. THAT IS GONNA HAPPEN AS SOON AS I --
PENELOPE!!!
GALAGA
WONDER MOMO
BRAVOMAN
KLONOA
?oo?
ANYONE HOME? I'VE GOT SOME PWNAGE ADDRESSED TO A... MISTER ZOUNA?
SERIOUSLY THOUGH, DOES SHE EVER STO-
IT'S OKAY, WE ALL KNOW YOU'RE SCARED! JUST COME OUT ALREADY AND I PROMISE YOUR WHOOPING WON'T TAKE LONG AT ALL!
...
UH... VALK...?
HEH HEH, I'M TOTALLY
-RAAH!
WHAT HAPPENED TO YOUR FACE?! YOU LOOK SO... KAWAII!
YEAH, I KNOW. EVERYTHING DOES! IT'S CREEPING ME OUT!
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MATT MOYLAN
(Writer, Lettering)

DAX "D-GEE" GORDINE
(Pencils, Inks, Colors)

JOSH PEREZ
(Colors)

Special Thanks:
JOE VRIENS - ROB PORTER (ROBAATO) - JEFFREY CRUZ (CHAMBA) - JAMES GHIO
EDWIN HUANG - ADAM WARREN - GONZALO ORDÓÑEZ ARIAS (GENZOMAN)
ASHLEY DAVIS - SEAN "CHEEKS" GALLOWAY (CHEEKS) - HITOSHI ARIGA

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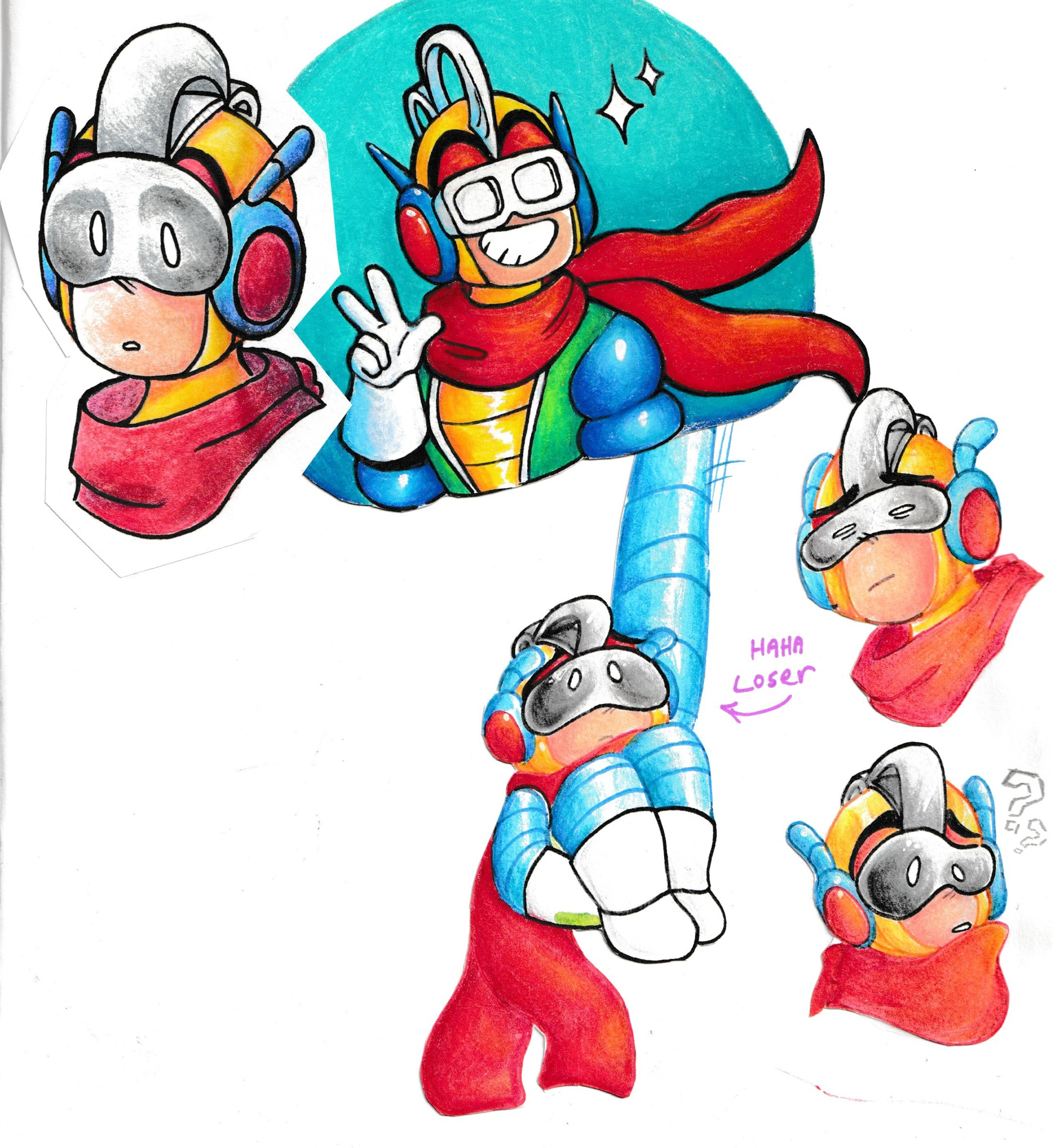
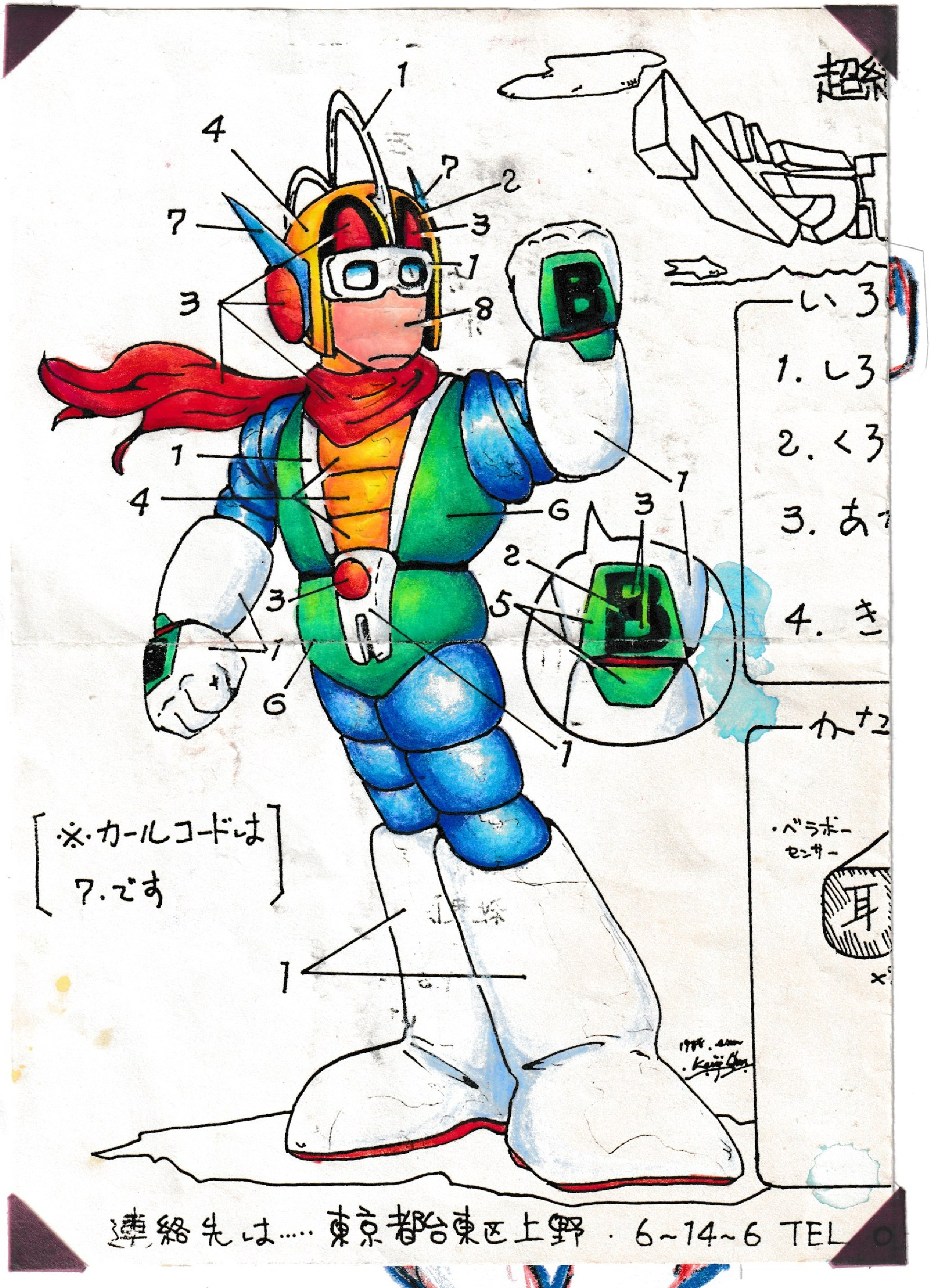

HAHA
Loser
??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